Name:

FIRIA LABS MISSION 13 REMIX LOG

Pre-Mission Preparation

Mission 13 introduced non-blocking sound functions and a graphical user interface. Think back to the previous missions. Are there any you would like to make a graphical user interface for, or use non-blocking sound functions?	

Remix Step 1: Review your code from Mission 13

Mission 13: Race Control What does this program do?	
What programming concepts did you learn and use?	

Remix Step 2

Describe what your remix project will do:	

Remix Step 3: Plan your code. What functions, variables, lists and buttons will you use in the project?

What variables will you use in the project? Fill in the chart.
You do not need to fill in every line, or you can add more.

Variable Name	What it will be used for:

What graphics (lines, rectangles, circles) or sounds will you use in the project? *add more if needed.*

What functions will you define and call to divide up your code and use abstraction? *Add more rows for functions as needed.*

Function name	What it will do

What buttons will you use in the project? *You do not need to fill in every line if you won't use all the buttons.*

Button	What it will be programmed to do:

Remix Step 4: Write your code

Use the sandbox  when you write the code. Write just a few lines at a time and test often.

Remix Step 5: Commenting and feedback

Documentation	• Make sure your code is readable by adding blank lines • Add comments to sections of your code that explain what they do
Peer feedback	Get feedback from two (or more) people. You can be one of the peer reviewers.
Peer Review #1 Name:	
What do you like about the program – be specific!	
Give at least one suggestion. Begin with "what if" or "maybe you could"	

Peer Review #2 Name:	
What do you like about the program – be specific!	
Give at least one suggestion. Begin with “what if” or “maybe you could”	
Review the comments. Then take time to improve or add to your project.	
Post-Mission Reflection	
How did you use graphics and/or non-blocking sound in your remix project?	
How did you use your creativity in this remix project?	
What debugging strategies did you use to complete the program?	