



Mission 1: CodeSpace Assignment

Name: _____

Label the parts of CodeSpace.

The screenshot shows the CodeSpace interface with 20 numbered red boxes for labeling:

- 1. Code editor window title bar
- 2. Code editor text area
- 3. Camera Help window title bar
- 4. Camera Help window content area
- 5. Levels sidebar icon
- 6. Levels sidebar list
- 7. Objective window close button
- 8. Rotate button icon
- 9. Classroom button icon
- 10. Volume icon
- 11. Rotate dropdown menu
- 12. Classroom dropdown menu
- 13. RESET button
- 14. Status bar
- 15. Run button
- 16. Stop button
- 17. File menu
- 18. User profile icon
- 19. Notifications icon
- 20. Settings icon

1.	11.
2.	12.
3.	13.
4.	14.
5.	15.
6.	16.
7.	17.
8.	18.
9.	19.
10.	20.

Parts of CodeSpace:

- Goals
- Objectives or Mission panel
- Camera controls
- Debugger
- Select Class
- Text Editor
- Log in / out
- 3D environment
- Filename
- Console panel
- Reset the environment
- Current Mission Pack
- Run program
- Objective panel
- Sandbox
- Progress and contests
- Toolbox
- Current Mission
- Select 3D environment
- Scene volume

