	Mission 1: CodeSpace Assignment	Name:

Label the parts of CodeSpace.

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