

# Mission 1: CodeSpace Assignment

Name: \_\_\_\_\_

Label the parts of CodeSpace.

The screenshot shows the CodeSpace environment. On the left, a code editor displays Python code for a simulation. The center features a 3D scene with a 'Camera Help' dialog box overlaid, which includes instructions for using a trackpad or mouse for navigation and a checklist of tasks. The right sidebar shows a 'LEVEL-1' indicator and a checklist with items 1 through 4. The bottom status bar includes a 'RESET' button, a 'Classroom' dropdown, a 'Rotate' button, and a volume icon. Red numbers 1 through 20 are placed around the interface to indicate where labels should be placed.

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

