


Name:	Unit 6 Remix Project Planning Guide
Remix Step 1: Review your code from Mission 14 and Mission 15.	
Mission 14: Music Box What does this program do? What programming concepts did you learn and use in each mission?	
Mission 15: Cyber Storm What does this program do? What programming concepts did you learn and use in each mission?	
Remix Step 2: Remix Project Concept	
Look over the remix suggestions. Discuss with a partner. Then decide what you want to do for your remix project. Describe your remix project:	
Remix Step 3: Plan your code. What variables will you use in the project? Fill out the charts below. Use another piece of paper to design your program with an algorithm.	
What files will you use? What data will they contain?	
What dictionaries or lists will you use? How will they be created? What information will they contain?	
What will you use for input (input() or buttons pressed). Describe the input and expected outcome.	

<p>What functions will you write? Describe each one.</p> <p>Add more rows as needed.</p>	Function name	What it will do

Extras:
 What else will you need for your program? (sound, LEDs, etc.) Describe extra code you will use in the space provided:

Remix Step 4: Write your code

Start a new file. Use the sandbox  when you write the code. Write just a few lines at a time and test often. You can choose which 3D environment you want for the remix project.

Remix Step 5: Commenting and feedback

Documentation	<ul style="list-style-type: none"> • Make sure your code is readable by adding blank lines • Add comments to explain sections of code
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Peer feedback: Get feedback from two (or more) people. You can be one of the peer reviewers.

Peer Review #1 Name:	
Go through the checklist. Are all requirements met? If not, list any missing criteria.	
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:	
Go through the checklist. Are all requirements met? If not, list any missing criteria	
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	
Look at or review at least three other projects. Describe the one you like the best. After testing other programs, what might you do differently with your program?	
What was enjoyable about this project? Why was it enjoyable?	

Unit 6 Remix Project Rubric Checklist:

- Filename is descriptive
- Uses global and local variables appropriately
- Opens and reads from a file
- Iterates over a list or dictionary created from a file’s data
- Uses the data from a file for an application
- Writes to a file
- Controls one or more peripherals: LEDs, sound, motors
- Receives input from the user (button press or through the console)
- Defines and uses at least one function
- Includes something extra (sound, more than one sensor, more than one function, both buttons, etc.)
- Code follows programming conventions of comments, readability, indenting, and capitalization
- Code runs with no errors

