

1. ASSESS the problem

What is the problem that you're solving in this level?
Take notes here to keep track of what you know.

Level #: Level Name:

Level Goal:

To win this level, my hero has to ...

Based on the starting code from the game, make an educated guess about which concepts you'll use.

Level Concepts:

2. DESIGN a solution

How should your algorithm solve the problem?
Plan your solution in plain English, or as comments!

First, I have to ...

Then I have to ...

(Continue as needed)

3. IMPLEMENT the design

Translate your solution into real code!
Use APIs and your existing knowledge of syntax.

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12

4. DEBUG and run!

Hit "run" to see if your code does what you intended!
Make sure to triple-check spelling, syntax and structure.

- Code works as intended*
- Lines are properly indented*
- Everything is spelled correctly*
- Parentheses (), brackets [] or braces {} correct*
- Variables are defined before I use them*
- _____
- _____
- _____
- _____