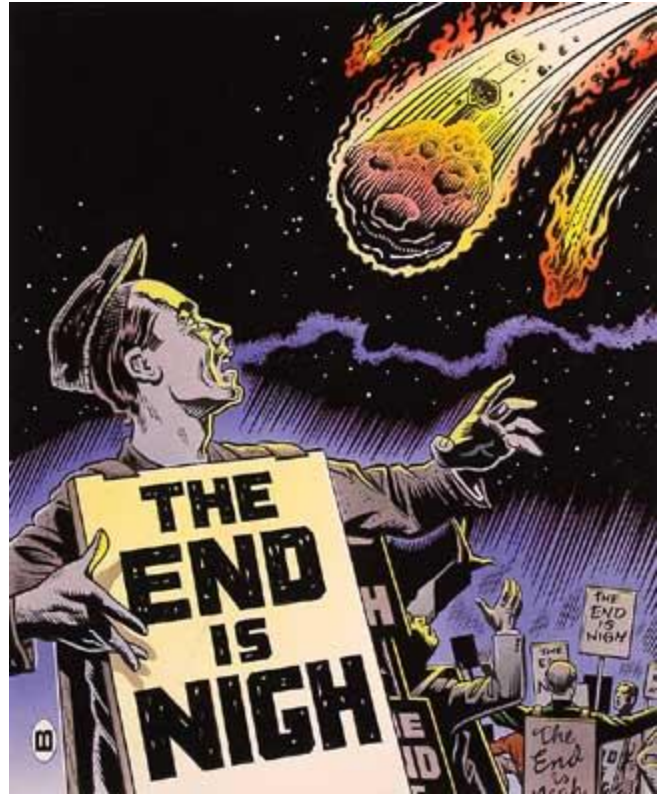## Day 6 Agenda (Friday 5/14)

- All:
  - Nothing New – Just get caught up please! ☺
  - Make sure that all of your Interactive Notebook pages are caught up through Page 53!
- Designer:
  - See Below
- Illustrator:
  - See Below
- Developer:
  - See Below
- Scholar:
  - See Below
- Editor:
  - See Below



- Everyone
  - FINISH YOUR GAME! It's time to complete all of the hard work that you have begun over the last three weeks. The next time that you see me (either Monday or Tuesday), your group will owe me a complete, playable game. The game might not be perfect quite yet (that's the point of playtesting after all), but you MUST have a complete, playable game with a Rulebook by that day. You will not be able to give any help to the groups that will play your game so it is important that your game is completed and includes a thorough, clear rulebook!
  - For each day late (whether it is a normal class day or not), your group will lose 10 points off of your final grade for this project (which is a test grade). Games turned in (in whole or part) after the period that your group sees me on Monday 5/18 or Tuesday 5/19 will be considered 1 day late.
  - I'm very excited to see what games your groups have created! Throughout the past couple of weeks, it has been a joy to witness all of the creativity and fidelity to content that has been happening! I expect great games, but I have no doubt that you can deliver them! Good luck! ☺

## REMEMBER: You should have a finished project ready to test in class on Monday 5/18 (10A) or Tuesday 5/19 (10B/C).