

Finish, test and share

technology

What you need: tablet or laptop with MakeCode Arcade

Words to use

Test · Bug · Improve

What I set out to make

Look back at your game plan from lesson 23. You are checking your finished game against what you said you would build.

Did it do what I planned?

What I planned	Does it work? (yes / not yet)	What happens instead

One bug I found and how I fixed it

One thing I changed from my plan, and why

If I had another lesson, the next thing I would add is