

Reminders!

- Look out for emails about scheduling your Project 1 interview
- Nice work getting your websites done!
- If you want to get a jump on today's festive activities, head to kiro.dev and install the IDE now

Sprinty Road

15-113 – Wednesday 9/9

Let us know how Project 1 went!

- <https://tinyurl.com/bde9ubda>



Today in class: 30 minutes to make Crossy Road

- First, let's install [Kiro](#). We're asking everyone to use this tool (even if you prefer a different one) for this exercise.
- Then (don't start yet) we'll set a timer and ask you to make as much of Crossy Road as possible in 30 minutes (and not a second more), and then we'll discuss what strategies got people farthest.
- [HW2](#) will involve finishing a complete implementation. Let's look at that assignment.

Before we start the sprint:

- Biggest danger is trying to one-shot the game with a very powerful model. It may not finish its first prompt in 30 minutes.
- Remember, this must be in Javascript and it must be something you can host on Github Pages (so maybe include that info in your prompts)
- You must use Kiro for this in-class part
- Consider whether you'll try to match the core mechanics or the 2.5d aesthetic first, and whether you'll be iterative (gradually adding features) or if you'll try to one-shot it

Ready?

Go.