How to earn PARTIAL TileVania credit (once project not turned in on time):

1. Turn in commented code, notes, and build folder of your current status <mark>TODO</mark> **TODAY – if you have a build error upload everything but final build and upload a screenshot of your build error to put in the build folder in OneDrive.**

2. Finish game, code, and notes and turn in to OneDrive by <mark>2/18/20 (next Tuesday)</mark>

3. By 3/6/2020 complete Zig Zag Clone (https://www.udemy.com/course/unity-developer-course/learn/lecture/8581412#overview) or Fruit Ninja Clone (https://www.udemy.com/course/unity-developer-course/learn/lecture/8581454#overview) – <mark>**THIS MUST BE DONE DURING LUNCH, AFTER SCHOOL THURSDAYS, OR AT HOME – IF YOU WORK DURING CLASS MON-THURS YOU WILL NOT EARN ANY CREDIT.**</mark>

4. No Friday game day through March 13th (end of 9 weeks) – even if grades and work is caught up you must continue to find something productive to do (work from another class, Capstone, NGT, Certifications, or a side game build). If you are OFF TASK or on a game on Friday 2nd half your TileVania ZERO will remain in the gradebook