

Step 1: Open your game in Scratch

Step 2: Select “File” > “Download to your computer”

Step 3: Save the file to your personal drive (P:)

[e.g. - RBYRD123(\BYRDMS2\APPS\USERS\STUDENTS\BMS20201) (P:)]

Step 4: Open Google Classroom

Step 5: Select “Video Game Design Project”

Step 6: Attach “File” (Select from your computer)

Step 7: Select your file from your P: drive and “Turn In”

Step 8: Complete the final analysis - link is located on the design log

