

## Project GUTS Debugging Challenges

Challenge #	Description	Link
Debugging Challenge #1 (Basic debug challenge)	No dropdown arrow selected, shape typed in, agents not scattered, no delete everyone, collision deletes wrong agent, data box not incrementing, collisions appear to fail because agents move multiple steps	<a href="http://www.slnova.org/sgibbs/projects/186817/">http://www.slnova.org/sgibbs/projects/186817/</a>
Debugging Challenge #2 (MIT paintball challenge)	Empty socket (block not clicked in), create within create, add take camera, procedure not called, wrong (small) create block, collision deletes wrong agent, missing minus sign in procedure to delete paintballs at edge, score box doesn't work right	<a href="http://www.slnova.org/sgibbs/projects/188489/">http://www.slnova.org/sgibbs/projects/188489/</a>
Debugging Challenge #3 (Ecosystems challenge)	Create nested inside other create, typing in a color, traits not matching (set shape to 3), procedure not called, collision deleting wrong agent, one agent calling another agent's trait, error in graph (wrong drop-down arrow)	<a href="http://www.slnova.org/sgibbs/projects/188500/">http://www.slnova.org/sgibbs/projects/188500/</a>
Debugging Challenge #4 (Epidemic Challenge)	<ol style="list-style-type: none"> <li>1- When I hit setup, I only see 1 turtle but there should be lots more.</li> <li>2- the turtle movement is not what I expect, I want them to have a wiggle walk.</li> <li>3- It's not supposed to have so many turtles!</li> <li>4- Even with the transmission rate on the highest, not all are getting sick.</li> <li>5- They aren't recovering, just getting sick and staying sick.</li> <li>6- my graph isn't working.</li> </ol>	<a href="http://www.slnova.org/paprescott/projects/191127/">http://www.slnova.org/paprescott/projects/191127/</a>
Debugging Challenge #5 (Chemistry Challenge)	<p>Your challenge is to fix each bug in the code. Don't forget to REMIX your model and hit Run Code, setup, and forever before testing your solution for each step.</p> <ol style="list-style-type: none"> <li>1. I am getting an "empty socket" error.</li> <li>2. When setup is pushed, 1000 water agents are supposed to appear. But nothing happens.</li> <li>3. The red copper rod should change color to gray then disappear upon collision as it reacts with the silver nitrate, but the rod is not disappearing!</li> </ol>	<a href="http://www.slnova.org/lgermann/projects/191133/">http://www.slnova.org/lgermann/projects/191133/</a>

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|  | <ol style="list-style-type: none"><li>4. The copper nitrate (white, light blue and dark blue spheres) are supposed to be moving around in a wiggle walk, but they seem stuck on the red copper. Can you fix that?</li><li>5. There are no Silver agents when setup is pushed, so why isn't the databox "# of Silver atoms deposited" displaying zero when Setup button is pushed"?</li></ol> |  |
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