# FROG FRENZY WORKSHEET

Mission completed!

Congratulations on learning how to create a game program using (x,y) coordinates! In this assignment, you're going to show us what you've learned by uploading a picture of you and your circuit and the code you used to make it work.

---

1 Document your Circuit
When you are finished, insert a picture of your final breadboard circuit in the box below:
*To add a picture, click in Step 1 box below. Select **Insert from the top menu**, select **Image** and then click either **Upload from Computer** or **Camera**, and follow the instructions from there.*

2 Document your Code: Download the PNG File
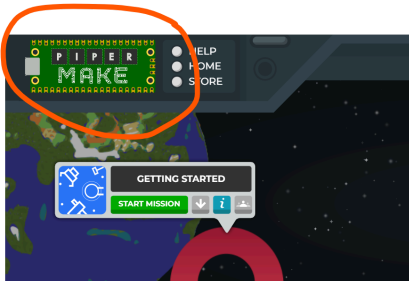
To get back to the Piper Make start screen click the icon in the upper left corner.

To save a PNG image file of your code blocks for a project, click the down arrow icon next to its icon on the homepage. You then have the option of downloading the file or adding it to your Google Drive

*Click in the box below. Then, click **Insert**, then click either **Upload from Computer** and find the **[NAME OF FILE]** file in your Downloads folder or include the shared Google Drive link to the png file.*

Step 1: Insert a picture of your circuit here.

Step 2: Insert a png of code here.

Once you have completed the 2 steps - submit this worksheet to your teacher.