## Building An App Clicker Game Gradesheet

Solve The Problems	Initial
<b>Puzzle #3:</b> Edit the existing code so that the following statement appears when you click on the Red Arrow: "Down Arrow"	
Write Your Solution Here ->	
<b>Puzzle #6:</b> Discover the Bug! State below the problem with the "Up Arrow" and what you did to correct it: Write Your Solution Here ->	
Request A Crossword Puzzle!  Crossword Puzzle: Read "8. Variable Scope: Global vs. Local" Ask Mr. Harrington for a Crossword Puzzle that support your knowledge of the important concepts of Variable Scope.	
Puzzle #9_ Count Down: What did you add and/or change in the code to allow the "Down" Arrow to function? Write Your Solution Here ->	
Puzzle #10_Bug Squash: What did you add and/or change in the code to allow the "Down" Arrow to function? Write Your Solution Here ->	
Puzzle #11_Bug Squash 2: What did you add and/or change in the code to allow the "Up" & "Down" Arrows to function?  Write Your Solution Here ->	
Puzzle #12_Bug Squash 3: What did you add and/or change in the code to allow the "Up" & "Down" Arrows to function?  Write Your Solution Here ->	
Puzzle #13_Using Global Variables: It took me awhile to solve this problem, but I went back to puzzle #6 a found my solution.  Write Your Solution Here ->	
Puzzle #14_Tracking Lives: What changes did you make to track lives?  Write Your Solution Here ->	
Puzzle #16_Add "If Statements": Add an 'If' statement to your program to end the count down and switch to a Write Your Solution Here ->	
Puzzle #17_Add A Reset Button: Explain how you added a Reset Button: Write Your Solution Here ->	
Puzzle #18_Bug Squash 4: The counter is brokenit jumps to the max and min number. Explain how you solved it:  Write Your Solution Here ->	
Puzzle #19_Bug Squash 5: The counter doesn't reset. What is your solution?  Write Your Solution Here ->	
Puzzle #20_Bug Squash 6: The counter counts by 3. What is your solution?  Write Your Solution Here ->	