

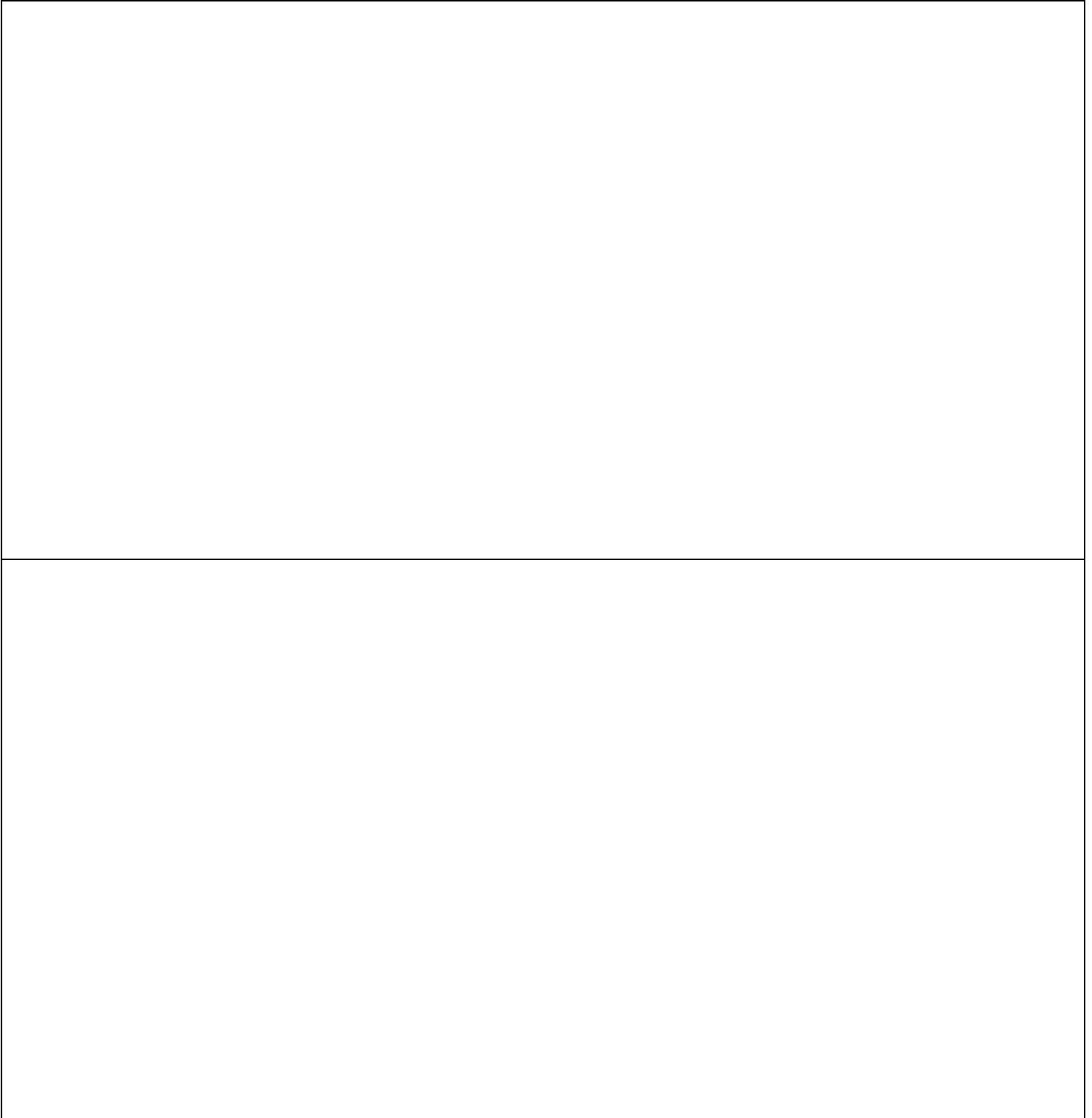
Class Period: \_\_\_\_\_

This title can change later

[illegible]

**SAMPLE SCREENS:**

Draw 2 sample levels or examples of what the player might see when they play the game. Can be basic, but needs to be detailed enough for another person to understand what is going on.

The image contains two large, empty rectangular boxes stacked vertically, separated by a horizontal line. These boxes are intended for drawing sample game levels or examples of what a player might see when playing the game. The boxes are white with black borders.

HAVE INSTRUCTOR INITIAL BEFORE CONTINUING

**COMPLETE AS YOU ARE TESTING YOUR GAME PROTOTYPE**

Testing is critical to improving your game. Testers should provide specific, constructive feedback. “It wasn’t fun,” is not enough. “The boss level was too easy. Consider adding a timer,” is an example of specific, constructive feedback.

**You must test four (4) games minimum and a suggestion for each.**

[illegible]



## Final Assignment

After learning how to use Scratch and working through a number of tutorials and exercises to further develop your skills, you will now create your own project from scratch.

You will be graded according to the attached rubric. Your project may be a game, an animation, or interactive art as long as the below requirements are met.

To get an A, your project will:

1. Have at least three Sprites total
2. Have at least two sprites that are interactive (respond to the user in some way)
3. Have at least two sprites with advanced programming structures like If/Then and/or Loops
4. Have at least two sprites that have more than one costume used
5. Have at least one event that is used to trigger activity between sprites
6. Have at least two variables used to track points or some kind of displayed value
7. Should reset when the green flag is clicked
8. Have complete documentation
9. Be awesome

**Please attach your Game Design & Testing Document as well as your code to this rubric.**

Student Name: \_\_\_\_\_

Class Period: \_\_\_\_\_

## SCRATCH FINAL PROJECT RUBRIC

Requirement	3 points	2 points	1 point
<b>Number of Sprites</b>	3 or more sprites used in project	2 sprites used in project	1 sprite used in project
<b>Interactive Sprites</b>	2 or more sprites respond to the user	Only one sprite responds to the user	No sprites respond to the user
<b>Programming Structures</b>	2 or more sprites used programming structures like If/Then and/or Loops	Only 1 sprite used programming structures like If/Then and/or Loops	Only simple commands used in all sprites
<b>Costumes</b>	2 or more sprites use more than one costume	1 sprites uses more than one costume	No sprites use more than one costume
<b>Events</b>	1 or more events are used for sprite communication	Events are not used	
<b>Variables</b>	2 or more variables are used	Only one variable is used	No variables are used
<b>Game Reset</b>	Game resets everything when the Green Flag is clicked	Game is only partially reset when the Green Flag is clicked	Game must be manually reset each time it is played
<b>Documentation</b>	Documentation was complete	Documentation was mostly complete	Documentation missing or mostly incomplete
<b>Gameplay</b>	AWESOME game!	Some thought went into this game	Game was very basic – Only the minimums were met.

**Add up your points and check the chart below to calculate your grade.**

27 Points = 100%

21 Points = 78%

20 Points = 74%

26 Points = 96%

19 Points = 70%

25 Points = 93%

24 Points = 89%

23 Points = 85%

22 Points = 81%

**Total Points** \_\_\_\_\_

**Your Grade** \_\_\_\_\_