

Computer Programming Assignment

This assignment may be completed by a pair of students or by one student as an individual.

Create a game which uses variables to keep track of points.

The game may be a target game, a quiz, or a story-based adventure in which the user gains points by navigating the game.

Each game must have:

- A splash screen with instructions
- A moveable character or sprite
- At least two levels

Students will be expected to use Scratch programming language, in order to complete this assignment. Scratch is available on our computers at school and is free to download on personal computers. To view the resources for Scratch, please visit the resource page. Don't forget to refresh the page to view the latest updates and reference files added to the web page.

- Game Elements
- Use of at least one IF/THEN programming clause
- Use of at least one variable for scoring
- Use of at least three backgrounds
- Use of at least two sprites
- Use of at least one costume change

Games will be judged on their attention to detail, professional appearance and finish, and clarity of directions to the user. Games must also include, but are not limited to sophisticated logic controlling the game.

You will be expected to play the game and to share the game with others. You will be expected to comment on at least two other games and include the comments given to you about your game.

Students will also be expected to describe the logic behind at least one of their scripts. This will take the form of an annotated document explaining the steps to control the elements of the game.

There may be rewards built into the game that are given to the player, such as a bell, or light, or sounds, to indicate a success in the game.