

Programming with Scratch

Assignment 4: Your First Game

In this exercise, you will use your creativity and knowledge of Scratch to design a simple game. The theme/purpose of the game is up to you, but it must contain the following elements:

- **The game starts/resets when the Green Flag is clicked**
- **Main character can be controlled from the keyboard**
- **Minimum of two levels**
- **Minimum of one sound effect**
- **Ability to win or lose**

You may wish to refer to the Copter Game code if you need help controlling your main character (sprite) with the keyboard. The Levels program provides a simple example of how to add a second background/level to your game. Remember that this game is not simply a reproduction of the Copter Game; be original and produce something that utilizes your creativity and knowledge of Scratch.

Your completed project must be submitted via Interact by the due date and will be graded using the rubric on the next page. Save your final program as username_firstgame and include “firstgame” in the assignment description.

Good luck and have fun!

Grading Rubric

CATEGORY	4	3	2	1
Start of Game	Green Flag starts/resets game to correct player position and background.	Green Flag starts/resets game to correct player position but background incorrect.	Green Flag starts but does not reset either player position or background.	No Green Flag in program.
Player Control	Main character controlled from keyboard using simple/logical keys and controls work correctly.	Main character controlled from keyboard but keys not simple/logical OR controls work incorrectly.	Main character controlled from keyboard but keys not simple/logical AND controls work incorrectly.	No keyboard control of main character.
Levels	Contrasting colors were used to give each of the two levels visual appeal; levels uncluttered and easy to navigate.	Contrasting colors were used to give each of the two levels visual appeal; levels uncluttered and easy to navigate.	Contrasting colors and "borrowed" graphics were used to give the cards and gameboard visual appeal.	Little or no color or fewer than 3 graphics were included.
Sound Effect	Sound effect used effectively with Sprite to enhance game-play.	Sound effect used with Sprite but does not enhance game play.	Sound effect used with Sprite detracts from game-play.	No sound effect used in the game.
Win/Lose	Player able to win and lose the game; win-lose evident to player when event occurs.	Player able to win and lose the game; win-lose not evident to player when event occurs.	Player able to win OR lose the game.	Player unable to either win or lose the game.
Creativity	Considerable thought went into making the game interesting and fun to play as shown by creative sprite(s), sound effect(s), levels, and strategy.	Thought went into making the game interesting and fun to play, but some of the game elements (sprites, sounds, levels, strategy) lacked creativity.	Tried to make the game interesting and fun, but several of the game elements made it harder to understand/enjoy the game.	Game was not interesting or fun to play and game elements lacked creativity.