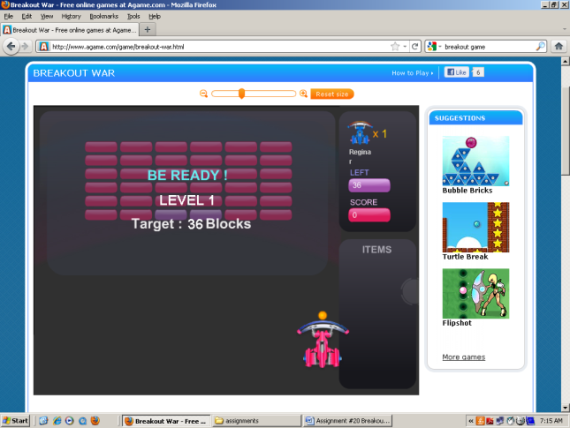
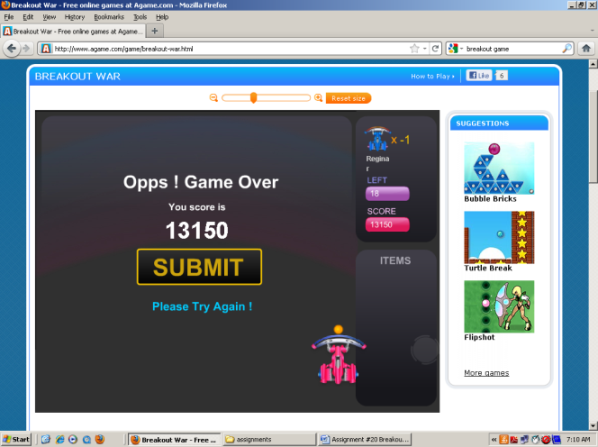
**Scratch Assignment**

**Breakout!**

For this assignment you are going to create a breakout pong game. You may refer to any breakout game from the Scratch network or other sites. The game must be created using Scratch.

**Criteria:**

* **Sound:** Sound must be present at sometime during the game. Sound must end when the games has ended.
* **Counter:** A counter must be present to keep score/time/lives and may be used to determine when levels are changed.
* **Levels:** A total of 3 game levels where each level changes in some way. I don’t want levels 2 and 3 to be duplicates of level 1. The background, speed, size of the pong ball, or paddle size should be changing from level to level.
* **Breakout blocks:** The breakout boxes must change position, size, color, number, etc from level to level
* **Backgrounds:** In addition to level backgrounds, you must have both a Winner and Loser background to indicate whether the player has won or lost. The game has to end in some way.
* **Directions:** Clear directions must be included in the project notes or as a sprite.
* **Spelling and punctuation:** Project and directions must be error free.



**When you are done:**

Upload your game to Scratch to the appropriate gallery and pass in the rubric.

Take a screen shot of the stage costumes, ie, levels, winner and loser screens.

Answer the questions from the electronic notebook and pass them in.