Intro to Programming Scratch #13 – Zombie Invasion Rubric

Learning Target?	Grade
LT5 - I can produce written and software artifacts that meet oral and written specifications.	
LT6 - I can write code to cause objects to move on the screen, change their appearance, and make sounds.	
LT7 - I can use looping constructs correctly in code.	
LT8 - I understand the concept of inter-process communication and event interrupts and can use them appropriately in code.	
LT9 - I can use variables correctly in code and can correctly create mathematical expressions using those variables.	
LT10 - I can use conditional statements correctly in code.	

Do you have:

• Correctly named scratch file.	LT5
• 4th and 5th *Zombie* have been added with unique attributes (color, size, lives, speed); All zombies spawn using the correct percentages and correct attributes every 1.0-2.0 secs.	LT5 LT6 LT7 LT8 LT9 LT10
• *Score* has been added, is initialized, and increases as zombies are destroyed.	LT5 LT9 LT10
• Different zombie types yield different point values.	LT5 LT6 LT9
• *Player Lives* has been added, is initialized correctly; if *Zombie* touches *Player*, *broadcast hit*.	LT5 LT8 LT9 LT10
• *Player* handles *When I receive hit* correctly including *ow*	LT5 LT6 LT8 LT9 LT10
• Any variables on the Stage are in large readout mode with labels.	LT5 LT6
• Music plays in background.	LT5 LT6 LT7
• All sprites hide when game is over	LT5 LT8 LT10
• All scripts stop when game is over	LT5 LT7 LT8

	On Time Points	/10