

Name:

Period:

**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.	
<p>Do you have:</p> <ul style="list-style-type: none"> <li data-bbox="155 386 1386 413">• Correctly named scratch file. <span style="float: right;">LT5</span></li> <hr/> <li data-bbox="155 426 1386 480">• 4<sup>th</sup> and 5<sup>th</sup> <i>Zombie</i> have been added with unique attributes (color, size, lives, speed); All zombies spawn using the correct percentages and correct attributes. <span style="float: right;">LT5 LT6 LT7 LT8 LT9 LT10</span></li> <hr/> <li data-bbox="155 485 1386 512">• <i>Score</i> has been added, is initialized, and increases as zombies are destroyed. <span style="float: right;">LT5 <span style="margin-left: 150px;">LT9</span> LT10</span></li> <hr/> <li data-bbox="155 525 1386 552">• Different zombie types yield different point values. <span style="float: right;">LT5 LT6 <span style="margin-left: 100px;">LT9</span></span></li> <hr/> <li data-bbox="155 564 1386 592">• <i>Player Lives</i> has been added, is initialized correctly; if <i>Zombie</i> touches <i>Player</i>, broadcast hit. <span style="float: right;">LT5 <span style="margin-left: 100px;">LT8</span> LT9 LT10</span></li> <hr/> <li data-bbox="155 604 1386 632">• <i>Player</i> handles <i>When I receive hit</i> correctly including <i>ow</i> <span style="float: right;">LT5 LT6 <span style="margin-left: 100px;">LT8</span> LT9 LT10</span></li> <hr/> <li data-bbox="155 644 1386 672">• Any variables on the Stage are in large readout mode with labels. <span style="float: right;">LT5 LT6</span></li> <hr/> <li data-bbox="155 684 1386 711">• Music plays in background. <span style="float: right;">LT5 LT6 LT7</span></li> <hr/> <li data-bbox="155 724 1386 751">• All sprites hide when game is over <span style="float: right;">LT5 <span style="margin-left: 100px;">LT8</span> <span style="margin-left: 50px;">LT10</span></span></li> <hr/> <li data-bbox="155 764 1386 791">• All scripts stop when game is over <span style="float: right;">LT5 <span style="margin-left: 50px;">LT7</span> LT8</span></li> </ul>	
<b>On Time Points</b>	<b>/10</b>