

Name:

Period:

Intro to Programming Scratch #13 – Zombie Invasion (Part I Only) 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 and change their appearance.																			
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 understand the difference between variables used in math and variables used in code.																			
LT10 - I can use conditional statements correctly in code.																			
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="126 415 1068 445">• Correctly named scratch file.</td> <td data-bbox="1084 415 1386 445">LT5</td> </tr> <tr> <td data-bbox="126 453 1068 506">• 4th and 5th <i>Zombie</i> have been added with unique attributes (color, size, lives, speed);All zombies spawn using the correct percentages.</td> <td data-bbox="1084 453 1386 506">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="126 514 1068 543">• <i>Score</i> has been added and increases as zombies are destroyed.</td> <td data-bbox="1084 514 1386 543">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="126 552 1068 581">• Different zombie types yield different point values.</td> <td data-bbox="1084 552 1386 581">LT5 LT9</td> </tr> <tr> <td data-bbox="126 590 1068 619">• <i>Player Lives</i> has been added; if <i>Zombie</i> touches <i>Player</i>, broadcast hit.</td> <td data-bbox="1084 590 1386 619">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="126 627 1068 657">• <i>Player</i> handles <i>When I receive hit</i> correctly</td> <td data-bbox="1084 627 1386 657">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="126 665 1068 695">• Music plays in background.</td> <td data-bbox="1084 665 1386 695">LT5 LT7</td> </tr> <tr> <td data-bbox="126 703 1068 732">• All sprites hide when game is over</td> <td data-bbox="1084 703 1386 732">LT5 LT8 LT10</td> </tr> <tr> <td data-bbox="126 741 1068 770">• All scripts stop when game is over</td> <td data-bbox="1084 741 1386 770">LT5 LT7 LT8</td> </tr> </tbody> </table>	• Correctly named scratch file.	LT5	• 4 th and 5 th <i>Zombie</i> have been added with unique attributes (color, size, lives, speed);All zombies spawn using the correct percentages.	LT5 LT6 LT7 LT8 LT9 LT10	• <i>Score</i> has been added and increases as zombies are destroyed.	LT5 LT9 LT10	• Different zombie types yield different point values.	LT5 LT9	• <i>Player Lives</i> has been added; if <i>Zombie</i> touches <i>Player</i> , broadcast hit.	LT5 LT8 LT9 LT10	• <i>Player</i> handles <i>When I receive hit</i> correctly	LT5 LT8 LT9 LT10	• Music plays in background.	LT5 LT7	• All sprites hide when game is over	LT5 LT8 LT10	• All scripts stop when game is over	LT5 LT7 LT8	
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