

Name:

Period:

Intro to Programming Scratch #13 – Zombie Invasion Parts I & II 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 | |
| LT10 - I can use conditional statements correctly in code. | |
| <p>Do you have:</p> <ul style="list-style-type: none"> <li data-bbox="180 348 1377 380">• Correctly named scratch file. LT5 <hr/> <li data-bbox="180 386 1377 443">• 4th and 5th <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 <hr/> <li data-bbox="180 449 1377 480">• <i>Score</i> has been added and increases as zombies are destroyed with different point values.. LT5 LT9 LT10 <hr/> <li data-bbox="180 487 1377 518">• <i>Player Lives</i> has been added; <i>broadcast hit When I receive hit</i> handled correctly LT5 LT8 LT9 LT10 <hr/> <li data-bbox="180 525 1377 556">• Music plays in background. LT5 LT7 <hr/> <li data-bbox="180 562 1377 594">• <i>Start Screen</i> is present with 2 buttons labeled Hard and Easy LT5 <hr/> <li data-bbox="180 600 1377 632">• <i>Difficulty Level, HARD, and EASY</i> exist and are initialized correctly. LT5 LT9 <hr/> <li data-bbox="180 638 1377 669">• The game flows correctly (start screen, game screen, game over screen). LT5 LT8 LT9 <hr/> <li data-bbox="180 676 1377 707">• <i>Zombies</i> move toward player in forever loop if <i>Difficulty Level</i> is <i>HARD</i> LT5 LT9 LT10 <hr/> <li data-bbox="180 714 1377 745">• An additional action in the game changes for <i>Difficulty Level HARD</i> LT5 LT9 LT10 <hr/> <li data-bbox="180 751 1377 783">• All sprites hide and all scripts stop when the game is over LT5 LT7 LT8 LT10 | |
| On Time Points | /10 |