

Name:

Period:

Intro to Programming Scratch #13h – 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="113 346 1437 409">• 4th and 5th <i>Zombie</i> 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 <li data-bbox="113 409 1437 472">• Variables <i>Score</i>, <i>Player Lives</i>, <i>Difficulty Level</i>, <i>HARD</i> and <i>EASY</i> are added and initialized as specified. <i>Score</i> and <i>Player Lives</i> are in large readout mode with labels. LT5 LT6 LT9 <li data-bbox="113 472 1437 504">• <i>Score</i> increases as zombies are destroyed with different point values. LT5 LT9 LT10 <li data-bbox="113 504 1437 535">• If <i>Zombie</i> touches player, <i>broadcast hit</i>. When I receive <i>hit</i> handled correctly with <i>ow</i>. LT5 LT6 LT8 LT9 LT10 <li data-bbox="113 535 1437 577">• Music plays in background. LT5 LT6 LT7 <li data-bbox="113 577 1437 619">• <i>Start Screen</i> is present with 2 buttons labeled Hard and Easy with hidden variables LT5 LT6 LT8 <li data-bbox="113 619 1437 661">• The game flows (start screen, game screen, game over screen) with visible variables LT5 LT8 LT9 <li data-bbox="113 661 1437 703">• <i>Zombies</i> move toward player in forever loop if <i>Difficulty Level</i> is <i>HARD</i> LT5 LT9 LT10 <li data-bbox="113 703 1437 745">• An additional action in the game changes for <i>Difficulty Level HARD</i> LT5 LT9 LT10 <li data-bbox="113 745 1437 787">• All sprites hide and all scripts stop when the game is over LT5 LT7 LT8 LT10 	
On Time Points	/10