

Name:

Period:

Intro to Programming Scratch #15h – Timing Game 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> <table border="1"> <tbody> <tr> <td data-bbox="126 390 987 422">• Splash screen with 3 levels: Easy, Medium, Hard</td> <td data-bbox="992 390 1057 417">LT5</td> <td data-bbox="1068 390 1133 417">LT6</td> <td data-bbox="1263 390 1328 417">LT9</td> </tr> <tr> <td data-bbox="126 428 932 459">• 4 timed sprites that show depending on the level and each plays independently</td> <td data-bbox="992 428 1057 455">LT5</td> <td data-bbox="1203 428 1268 455">LT8</td> <td data-bbox="1279 428 1386 455">LT9 LT10</td> </tr> <tr> <td data-bbox="126 466 789 497">• labelling on the screen so the user knows which keys to pressed</td> <td data-bbox="992 466 1057 493">LT5</td> <td data-bbox="1068 466 1133 493">LT6</td> <td></td> </tr> <tr> <td data-bbox="126 504 919 535">• player feedback after each key press letting them know how well they played</td> <td data-bbox="992 504 1057 531">LT5</td> <td data-bbox="1203 504 1268 531">LT8</td> <td></td> </tr> <tr> <td data-bbox="126 541 764 573">• moving sprites go to random y-positions after each key press</td> <td data-bbox="992 541 1057 569">LT5</td> <td data-bbox="1068 541 1133 569">LT6</td> <td data-bbox="1263 541 1328 569">LT9</td> </tr> <tr> <td data-bbox="126 579 906 611">• fixed sprites flash for perfect, good, and poor key presses but not for misses</td> <td data-bbox="992 579 1057 606">LT5</td> <td data-bbox="1068 579 1133 606">LT6</td> <td data-bbox="1203 579 1386 606">LT8 LT10</td> </tr> <tr> <td data-bbox="126 617 870 648">• a timer to keep track of playing time. Game starts and ends as specified.</td> <td data-bbox="992 617 1057 644">LT5</td> <td data-bbox="1138 617 1203 644">LT7</td> <td data-bbox="1214 617 1386 644">LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="126 655 906 686">• a way to keep score. Better key presses get more points; player knows score</td> <td data-bbox="992 655 1057 682">LT5</td> <td data-bbox="1203 655 1268 682">LT8</td> <td data-bbox="1279 655 1344 682">LT9</td> </tr> <tr> <td data-bbox="126 693 613 724">• a game that gets harder the longer you play it</td> <td data-bbox="992 693 1057 720">LT5</td> <td data-bbox="1263 693 1328 720">LT9</td> <td></td> </tr> <tr> <td data-bbox="126 730 834 762">• Any variables displayed on the screen are large readout with a label.</td> <td data-bbox="992 730 1057 758">LT5</td> <td data-bbox="1068 730 1133 758">LT6</td> <td></td> </tr> <tr> <td data-bbox="126 768 932 800">• All scripts stop when the game is over; all sprites and variables show and hide</td> <td data-bbox="992 768 1057 795">LT5</td> <td data-bbox="1068 768 1133 795">LT6</td> <td data-bbox="1203 768 1268 795">LT8</td> </tr> </tbody> </table>	• Splash screen with 3 levels: Easy, Medium, Hard	LT5	LT6	LT9	• 4 timed sprites that show depending on the level and each plays independently	LT5	LT8	LT9 LT10	• labelling on the screen so the user knows which keys to pressed	LT5	LT6		• player feedback after each key press letting them know how well they played	LT5	LT8		• moving sprites go to random y-positions after each key press	LT5	LT6	LT9	• fixed sprites flash for perfect, good, and poor key presses but not for misses	LT5	LT6	LT8 LT10	• a timer to keep track of playing time. Game starts and ends as specified.	LT5	LT7	LT8 LT9 LT10	• a way to keep score. Better key presses get more points; player knows score	LT5	LT8	LT9	• a game that gets harder the longer you play it	LT5	LT9		• Any variables displayed on the screen are large readout with a label.	LT5	LT6		• All scripts stop when the game is over; all sprites and variables show and hide	LT5	LT6	LT8	
• Splash screen with 3 levels: Easy, Medium, Hard	LT5	LT6	LT9																																										
• 4 timed sprites that show depending on the level and each plays independently	LT5	LT8	LT9 LT10																																										
• labelling on the screen so the user knows which keys to pressed	LT5	LT6																																											
• player feedback after each key press letting them know how well they played	LT5	LT8																																											
• moving sprites go to random y-positions after each key press	LT5	LT6	LT9																																										
• fixed sprites flash for perfect, good, and poor key presses but not for misses	LT5	LT6	LT8 LT10																																										
• a timer to keep track of playing time. Game starts and ends as specified.	LT5	LT7	LT8 LT9 LT10																																										
• a way to keep score. Better key presses get more points; player knows score	LT5	LT8	LT9																																										
• a game that gets harder the longer you play it	LT5	LT9																																											
• Any variables displayed on the screen are large readout with a label.	LT5	LT6																																											
• All scripts stop when the game is over; all sprites and variables show and hide	LT5	LT6	LT8																																										
On Time Points	/10																																												