

Name:

Period:

Intro to Programming Scratch #16 – 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="123 390 974 422">• 2 timed sprite pairs with a fixed sprite and a moving sprite</td> <td data-bbox="974 390 1055 422">LT5</td> <td data-bbox="1055 390 1390 422">LT6</td> </tr> <tr> <td data-bbox="123 432 974 464">• labelling on the screen so the user knows which keys to pressed</td> <td data-bbox="974 432 1055 464">LT5</td> <td data-bbox="1055 432 1390 464">LT6</td> </tr> <tr> <td data-bbox="123 474 974 506">• player feedback after each key press letting them know how well they played</td> <td data-bbox="974 474 1055 506">LT5</td> <td data-bbox="1055 474 1390 506">LT8</td> </tr> <tr> <td data-bbox="123 516 974 548">• moving sprites go to random y-positions after each key press</td> <td data-bbox="974 516 1055 548">LT5</td> <td data-bbox="1055 516 1390 548">LT6</td> <td data-bbox="1250 516 1390 548">LT9</td> </tr> <tr> <td data-bbox="123 558 974 590">• fixed sprites flash for perfect, good, and poor key presses but not for misses</td> <td data-bbox="974 558 1055 590">LT5</td> <td data-bbox="1055 558 1136 590">LT6</td> <td data-bbox="1185 558 1266 590">LT8</td> <td data-bbox="1266 558 1390 590">LT10</td> </tr> <tr> <td data-bbox="123 600 974 632">• a timer to keep track of playing time. Game starts and ends as specified.</td> <td data-bbox="974 600 1055 632">LT5</td> <td data-bbox="1055 600 1136 632">LT7</td> <td data-bbox="1185 600 1266 632">LT8</td> <td data-bbox="1266 600 1390 632">LT9</td> <td data-bbox="1299 600 1390 632">LT10</td> </tr> <tr> <td data-bbox="123 642 974 674">• a way to keep score. Better key presses get more points; player knows score</td> <td data-bbox="974 642 1055 674">LT5</td> <td data-bbox="1055 642 1136 674">LT8</td> <td data-bbox="1185 642 1390 674">LT9</td> </tr> <tr> <td data-bbox="123 684 974 716">• a game that gets harder the longer you play it</td> <td data-bbox="974 684 1055 716">LT5</td> <td data-bbox="1055 684 1390 716">LT9</td> </tr> <tr> <td data-bbox="123 726 974 758">• Any variables displayed on the screen are large readout with a label.</td> <td data-bbox="974 726 1055 758">LT5</td> <td data-bbox="1055 726 1390 758">LT6</td> </tr> <tr> <td data-bbox="123 768 974 800">• All scripts stop when the game is over; all sprites and variables show and hide</td> <td data-bbox="974 768 1055 800">LT5</td> <td data-bbox="1055 768 1136 800">LT6</td> <td data-bbox="1185 768 1390 800">LT8</td> </tr> <tr> <td data-bbox="123 810 974 842">• Music plays the entire game</td> <td data-bbox="974 810 1055 842">LT5</td> <td data-bbox="1055 810 1136 842">LT6</td> <td data-bbox="1185 810 1390 842">LT7</td> </tr> </tbody> </table>	• 2 timed sprite pairs with a fixed sprite and a moving sprite	LT5	LT6	• 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	• Music plays the entire game	LT5	LT6	LT7	
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