

Name:

Period:

**Intro to Programming Scratch #16 - Platform 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="123 415 974 447">• Correctly named scratch file.</td> <td data-bbox="974 415 1390 447">LT5</td> </tr> <tr> <td data-bbox="123 447 974 478">• Hitbox and Player code are correct as done in class.</td> <td data-bbox="974 447 1390 478">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 478 974 510">• 3 original costumes for the Platform, one with pit, one with dead zone</td> <td data-bbox="974 478 1390 510">LT5 LT6</td> </tr> <tr> <td data-bbox="123 510 974 541">• 3 sprites per level that add points when touched and hide; points are added</td> <td data-bbox="974 510 1390 541">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 541 974 573">• 2 moving sprites per level that cause the player to reset and do not hide</td> <td data-bbox="974 541 1390 573">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 573 974 604">• Player moves from level to level and then ends the game.</td> <td data-bbox="974 573 1390 604">LT5 LT10</td> </tr> <tr> <td data-bbox="123 604 974 636">• All sounds (music, points added, player resets, game over)</td> <td data-bbox="974 604 1390 636">LT5</td> </tr> <tr> <td data-bbox="123 636 974 667">• All scripts stop and all sprites hide when game is over</td> <td data-bbox="974 636 1390 667">LT5 LT7 LT8</td> </tr> </tbody> </table>	• Correctly named scratch file.	LT5	• Hitbox and Player code are correct as done in class.	LT5 LT6 LT7 LT8 LT9 LT10	• 3 original costumes for the Platform, one with pit, one with dead zone	LT5 LT6	• 3 sprites per level that add points when touched and hide; points are added	LT5 LT8 LT9 LT10	• 2 moving sprites per level that cause the player to reset and do not hide	LT5 LT6 LT7 LT8 LT10	• Player moves from level to level and then ends the game.	LT5 LT10	• All sounds (music, points added, player resets, game over)	LT5	• All scripts stop and all sprites hide when game is over	LT5 LT7 LT8	
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