

Name:

Period:

Intro to Programming Scratch #16h – 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="123 394 974 426">• Splash screen with 3 levels: Easy, Medium, Hard</td> <td data-bbox="974 394 1055 426">LT5</td> <td data-bbox="1055 394 1136 426">LT6</td> <td data-bbox="1136 394 1388 426">LT9</td> </tr> <tr> <td data-bbox="123 426 974 457">• 4 timed sprites that show depending on the level and each plays independently</td> <td data-bbox="974 426 1055 457">LT5</td> <td data-bbox="1055 426 1136 457"></td> <td data-bbox="1136 426 1388 457">LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 457 974 489">• labelling on the screen so the user knows which keys to pressed</td> <td data-bbox="974 457 1055 489">LT5</td> <td data-bbox="1055 457 1136 489">LT6</td> <td data-bbox="1136 457 1388 489"></td> </tr> <tr> <td data-bbox="123 489 974 520">• player feedback after each key press letting them know how well they played</td> <td data-bbox="974 489 1055 520">LT5</td> <td data-bbox="1055 489 1136 520"></td> <td data-bbox="1136 489 1388 520">LT8</td> </tr> <tr> <td data-bbox="123 520 974 552">• moving sprites go to random y-positions after each key press</td> <td data-bbox="974 520 1055 552">LT5</td> <td data-bbox="1055 520 1136 552">LT6</td> <td data-bbox="1136 520 1388 552">LT9</td> </tr> <tr> <td data-bbox="123 552 974 583">• fixed sprites flash for perfect, good, and poor key presses but not for misses</td> <td data-bbox="974 552 1055 583">LT5</td> <td data-bbox="1055 552 1136 583">LT6</td> <td data-bbox="1136 552 1388 583">LT8 LT10</td> </tr> <tr> <td data-bbox="123 583 974 615">• a timer to keep track of playing time. Game starts and ends as specified.</td> <td data-bbox="974 583 1055 615">LT5</td> <td data-bbox="1055 583 1136 615">LT7</td> <td data-bbox="1136 583 1388 615">LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 615 974 646">• a way to keep score. Better key presses get more points; player knows score</td> <td data-bbox="974 615 1055 646">LT5</td> <td data-bbox="1055 615 1136 646"></td> <td data-bbox="1136 615 1388 646">LT8 LT9</td> </tr> <tr> <td data-bbox="123 646 974 678">• a game that gets harder the longer you play. Music plays the entire game</td> <td data-bbox="974 646 1055 678">LT5</td> <td data-bbox="1055 646 1136 678">LT6</td> <td data-bbox="1136 646 1388 678">LT7 LT9</td> </tr> <tr> <td data-bbox="123 678 974 709">• Any variables displayed on the screen are large readout with a label.</td> <td data-bbox="974 678 1055 709">LT5</td> <td data-bbox="1055 678 1136 709">LT6</td> <td data-bbox="1136 678 1388 709"></td> </tr> <tr> <td data-bbox="123 709 974 741">• All scripts stop when the game is over; all sprites and variables show and hide</td> <td data-bbox="974 709 1055 741">LT5</td> <td data-bbox="1055 709 1136 741">LT6</td> <td data-bbox="1136 709 1388 741">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. Music plays the entire game	LT5	LT6	LT7 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. Music plays the entire game	LT5	LT6	LT7 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																																												