

Name:

Period:

Intro to Programming Scratch #17h - 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, 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="123 390 974 420">• Correctly named scratch file.</td> <td data-bbox="992 390 1040 415">LT5</td> <td data-bbox="1057 390 1390 415"></td> </tr> <tr> <td data-bbox="123 428 974 457">• Hitbox and Player code are correct as done in class.</td> <td data-bbox="992 428 1040 453">LT5</td> <td data-bbox="1057 428 1390 453">LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 466 974 495">• 3 original costumes for the Platform, one with pit, one with dead zone</td> <td data-bbox="992 466 1040 491">LT5</td> <td data-bbox="1057 466 1390 491">LT6</td> </tr> <tr> <td data-bbox="123 504 974 533">• 3 sprites per level that add points when touched and hide; points are added</td> <td data-bbox="992 504 1040 529">LT5</td> <td data-bbox="1203 504 1390 529">LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 541 974 571">• 2 moving sprites per level that cause the player to reset and do not hide</td> <td data-bbox="992 541 1040 567">LT5</td> <td data-bbox="1057 541 1390 567">LT6 LT7 LT10</td> </tr> <tr> <td data-bbox="123 579 974 609">• Player moves from level to level and then ends the game.</td> <td data-bbox="992 579 1040 604">LT5</td> <td data-bbox="1317 579 1390 604">LT10</td> </tr> <tr> <td data-bbox="123 617 974 646">• All variables on the screen are in large readout mode with labels.</td> <td data-bbox="992 617 1040 642">LT5</td> <td data-bbox="1057 617 1390 642">LT6</td> </tr> <tr> <td data-bbox="123 655 974 684">• All sounds (music, points added, player resets, game over)</td> <td data-bbox="992 655 1040 680">LT5</td> <td data-bbox="1057 655 1390 680">LT6 LT7 LT10</td> </tr> <tr> <td data-bbox="123 693 974 722">• All scripts stop and all sprites hide when game is over</td> <td data-bbox="992 693 1040 718">LT5</td> <td data-bbox="1138 693 1390 718">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 LT10	• Player moves from level to level and then ends the game.	LT5	LT10	• All variables on the screen are in large readout mode with labels.	LT5	LT6	• All sounds (music, points added, player resets, game over)	LT5	LT6 LT7 LT10	• All scripts stop and all sprites hide when game is over	LT5	LT7 LT8	
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