

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="995 390 1040 415">LT5</td> <td data-bbox="1055 390 1117 415"></td> <td data-bbox="1131 390 1193 415"></td> <td data-bbox="1208 390 1269 415"></td> <td data-bbox="1284 390 1346 415"></td> <td data-bbox="1360 390 1422 415"></td> <td data-bbox="1437 390 1498 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="995 428 1040 453">LT5</td> <td data-bbox="1055 428 1117 453">LT6</td> <td data-bbox="1131 428 1193 453">LT7</td> <td data-bbox="1208 428 1269 453">LT8</td> <td data-bbox="1284 428 1346 453">LT9</td> <td data-bbox="1360 428 1422 453">LT10</td> <td data-bbox="1437 428 1498 453"></td> </tr> <tr> <td data-bbox="123 470 974 499">• Add 3 more platforms to each level OR</td> <td data-bbox="995 470 1040 495">LT5</td> <td data-bbox="1055 470 1117 495">LT6</td> <td data-bbox="1131 470 1193 495"></td> <td data-bbox="1208 470 1269 495"></td> <td data-bbox="1284 470 1346 495"></td> <td data-bbox="1360 470 1422 495"></td> <td data-bbox="1437 470 1498 495"></td> </tr> <tr> <td data-bbox="123 512 974 541">• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zone</td> <td data-bbox="995 512 1040 537">LT5</td> <td data-bbox="1055 512 1117 537">LT6</td> <td data-bbox="1131 512 1193 537"></td> <td data-bbox="1208 512 1269 537"></td> <td data-bbox="1284 512 1346 537"></td> <td data-bbox="1360 512 1422 537"></td> <td data-bbox="1437 512 1498 537"></td> </tr> <tr> <td data-bbox="123 554 974 583">• 3 sprites per level that add points when touched and hide; points are added</td> <td data-bbox="995 554 1040 579">LT5</td> <td data-bbox="1055 554 1117 579"></td> <td data-bbox="1131 554 1193 579"></td> <td data-bbox="1208 554 1269 579">LT8</td> <td data-bbox="1284 554 1346 579">LT9</td> <td data-bbox="1360 554 1422 579">LT10</td> <td data-bbox="1437 554 1498 579"></td> </tr> <tr> <td data-bbox="123 596 974 625">• 2 moving sprites per level that cause the player to reset and do not hide</td> <td data-bbox="995 596 1040 621">LT5</td> <td data-bbox="1055 596 1117 621">LT6</td> <td data-bbox="1131 596 1193 621">LT7</td> <td data-bbox="1208 596 1269 621"></td> <td data-bbox="1284 596 1346 621"></td> <td data-bbox="1360 596 1422 621">LT10</td> <td data-bbox="1437 596 1498 621"></td> </tr> <tr> <td data-bbox="123 638 974 680">• Score &amp; Level are in large readout mode with labels on all screens. Level hides when game is over.</td> <td data-bbox="995 638 1040 663">LT5</td> <td data-bbox="1055 638 1117 663">LT6</td> <td data-bbox="1131 638 1193 663"></td> <td data-bbox="1208 638 1269 663"></td> <td data-bbox="1284 638 1346 663"></td> <td data-bbox="1360 638 1422 663"></td> <td data-bbox="1437 638 1498 663"></td> </tr> <tr> <td data-bbox="123 688 974 718">• All sounds (music, points added, player resets, game over)</td> <td data-bbox="995 688 1040 714">LT5</td> <td data-bbox="1055 688 1117 714">LT6</td> <td data-bbox="1131 688 1193 714">LT7</td> <td data-bbox="1208 688 1269 714"></td> <td data-bbox="1284 688 1346 714"></td> <td data-bbox="1360 688 1422 714">LT10</td> <td data-bbox="1437 688 1498 714"></td> </tr> <tr> <td data-bbox="123 726 974 756">• All scripts stop and all sprites hide when game is over</td> <td data-bbox="995 726 1040 751">LT5</td> <td data-bbox="1055 726 1117 751"></td> <td data-bbox="1131 726 1193 751">LT7</td> <td data-bbox="1208 726 1269 751">LT8</td> <td data-bbox="1284 726 1346 751"></td> <td data-bbox="1360 726 1422 751"></td> <td data-bbox="1437 726 1498 751"></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		• Add 3 more platforms to each level OR	LT5	LT6						• Extra Credit: 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		• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.	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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