

Exercise 0 - SCRATCH – a fun introduction to programming

DATE DUE: start of class 3

Hand in through the Dropbox

Make sure your files are working with Scratch!

Please follow the submission guidelines for all the Exercises this quarter. Details are listed below and on the class notes webpage.

Goals:

This assignment will focus on the student becoming familiar with basic programming concepts such as variables, truth statements, operators, and flow control. Scratch is a user friendly environment designed to allow anyone to create games.

Requirements:

The minimum requirement is to create some kind of interactive game/display/program that is interesting. The result should use variables, if/then constructs, operators, and may contain looping.

Your project must use:

- 1) At least one condition
- 2) At least one loop
- 3) At least one variable
- 4) At least one sprite that is not the cat

Inspiration can be from the examples you have seen in class or the 1,400,000 community of Scratch user projects. The **Exercise you submit for this class must be your own work.**

Remember, you should always test your code!

Submission guidelines:

1. Rename your scratch file as follows: *LastnameFirstnameExercise0.sb* (replacing "*LastnameFirstname*" with your name).
2. Copy this file to your dropbox.

Please note, with Visual Studios you will be zipping your *directory* to hand in so the process will be a bit different – that's for the next exercise.

Grading Guidelines:

The design specifications are not as specific as future exercises. The idea is to have fun with Scratch while being introduced to concepts which we will also be using in C++ next exercise. Creating a game satisfying the minimum requirements is a good starting point. The grading for this exercise is structured as follows. Meeting the minimum specifications, 85%. To move your grade above 85% go beyond the specifications, demonstrate exploration and understanding such as incorporating sound, creating an interactive game and so on.

Be creative, have fun.

You may be asked to present your game so make sure it is user friendly. Well designed menus and instructions are welcome additions.

Criteria: using condition, loop, variable, sprite not a cat = 85 – if not less, ease of use (instructions), play value all count. In keeping with the general rubric for this class, 85 – good, 88 - very good, 95 excellent, 98 and above, outstanding.