Scratch Basic Game Project 2

Using scratch you will be building a basic game that involves elements we have discussed and demonstrated in class.

Those elements include:

* Player Movement
* Building a Map
* Collision Detection
* AI controls
* Creating constant moving objects
* Using Variables to store numbers/information
* Using mouse control
* Creating a side scrolling effect
* Including pickups and health or various other counters for your character
* Using the Scratch glide method

You will be creating a basic flying and dodging side scroller. This will use the skills that we introduced in class last week. Your basic game should include a sprite that flies, objects that simulate side scrolling, collisions with those objects, a score and high score counter, basic animations for your sprite flying and possibly crashing.

**DUE DATE: Wednesday October 8, 2014**

RUBRIC:

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|  | **5 – Excellent** | **4 – Good** | **3 – Average** | **2 – Below Average** | **0 – Not Included** |
| Elements Included | Basic elements are included and new features are also added in | All basic elements are included | Most of the basic elements are included | Few of the basic elements are included | Little to no basic elements are included |
| Visual Aspects | Outstanding visual graphics and overall appeal. Various animations are included. | Good visual graphics and overall appeal. Attempts are made at including animations | Basic graphics are used. Visuals are not as clean and clear as they could be. No animations are attempted. | Basic graphics are used. Does not appear clean and flaws are apparent. | Does not go beyond basic lines and original sprite. |
| Logic | Logic and scripts are clean, efficient and problem free. Game works exactly as intended | Logic and scripts are mostly clean and problem free. No efficiency problems. Game works with little flaws | Some problems in the logic. A few efficiency issues. Game works but has flaws. | Many problems in the logic. Very clear efficiency issues. Game has large flaws | Major flaws throughout the game. Does not play the way it was intended. |