

Scratch Project 2: So You Think You Can Dance?

Level 1 Criteria		
Task	Marks	Description
Basic Dance Moves	/2	Your sprite should be able to complete 5 basic dance moves. A basic dance move is triggered by a key press, and makes the sprite either change costumes, or some form of graphic effect applied to a costume.
Advanced Dance Moves	/3	Your sprite should also be able to do 3 advanced dance moves. An advanced move is triggered by a key press, and makes the sprite change through 3 or more costumes.
Scripted Dance	/2	Your scripted dance should combine all of your dance moves together into a long dance.
Special Effects	/3	There should 3 other "special effect" sprites in your project. These could be spot lights, disco balls, other dancers, etc. Make them as interesting as possible for full marks.
Quality	/6	Was your dance club and the dances your sprite performed interesting and unique?
Total	/16	
Level 2 Criteria		
Task	Marks	Description
Random Dance	/1	Your sprite should also be able to go into a random dance when a certain key is pressed (indicate key in program notes)
On-Screen Help	/1	You should be able to trigger an on-screen help which explains the controls for the interactive dance and other features (indicate key in notes).
GUI	/1	Add on-screen buttons to launch you into the scripted dance, random dance, and the on-screen help
Multiple Songs	/1	Allow the user to chose a different song.
Level 2 Total	/4	
Grand Total	/20	