

Scratch Project 2: Crash and Burn

In this project, you will be creating a game that requires you to pilot a sprite through a maze. The walls will instantly kill you if you touch them, and you only have 3 lives. Due in 5 classes.

| Level 1 Criteria: Main Game | | |
|-----------------------------|-------|--|
| Task | Marks | Description |
| Player Sprite | /1 | First get your player sprite working. It should be able to move in all directions using the keys or mouse. |
| Walls | /1 | Next, add your wall sprite. |
| Life Counter | /1 | Next, add a variable that keeps track of how many lives you have left. It should be shown on the stage. |
| Collisions | /5 | When the player sprite touches the wall sprite the following should happen: <ol style="list-style-type: none"> 1. The player sprite should go through an animation (like exploding or being zapped). 2. Trigger a sound effect. 3. Teleport the player sprite back to the start. 4. Decrease the life counter by 1 |
| Goal | /1 | There should be a goal at the end of the maze. When you reach the goal, the following should happen: <ol style="list-style-type: none"> 1. A victory message should be displayed 2. A victory sound should play |
| Sound Track | /1 | Add a looping sound track. |
| Resetting the Game | /1 | When you click the green flag, the main sprite's location & direction as well as the life counter variable should be reset to the original values. |
| Moving Obstacles | /1 | Add moving sprites that will also trigger collisions with the player. They could be moving walls, monsters, or whatever. |
| Quality | /4 | Is your game fun and challenging to play? Did you put a lot of effort into it? |
| Total | /16 | |

Level 2 Criteria: Extra Details

| Task | Marks | Description |
|--------------------|--------------|--|
| End of Game | /4 | If the life counter variable equals zero, then the following should happen: <ol style="list-style-type: none">1. A “game over” message should be displayed2. A tragic “game over” sound should play.3. Lock down the controls so the user can't do anything until they click the green flag to reset, and4. Turn off the sound track music. |
| Total | /4 | |
| Grand Total | /20 | |