Name: _____   Class: _____   Date: _____

Find the Gold App
New Features Worksheet

1. Choose **two** of the following features you will add to improve your maze game. Add a ✓ between the brackets to select:

    [ ]   Scoring (lose points if the ball hits a wall, gain points if the ball reaches the goal)

    [ ]   Second level (more walls, faster movement)

    [ ]   Countdown timer to complete the maze

    [ ]   User lives (has a set number of tries to get to the goal before losing the game)

    [ ]   Sounds for winning and losing

    [ ]   Different shapes for ImageSprites rather than just maze walls (avoid or touch them to get to the goal)

    [ ]   Other: _____

2. List any new components you will need for your improved maze game.

Component Type	Name	Special Properties
(Example) Label	ScoreLabel	Text = "Score: "
(Example) Label	Score	Text = "" (this holds score)

3. List any new blocks you will need for your new features.

4. List the steps you will need for your improvements. This is a general outline of steps to take, rather than exact blocks.

Example:	Adding Scoring
Step 1:	Add labels in designer.
Step 2:	Add score variable.
Step 3:	In when Ball1.CollidingWith block, add code to add or subtract depending on which sprite it collides with.
Step 4:	Test with MIT AI2 Companion.

Feature 1:	
Step 1:	
Step 2:	
Step 3:	
Step 4:	
Step 5:	
Step 6:	
Step 7:	
Step 8:	

Feature 2:	
Step 1:	
Step 2:	
Step 3:	
Step 4:	
Step 5:	
Step 6:	
Step 7:	
Step 8:	