Scratch Programming
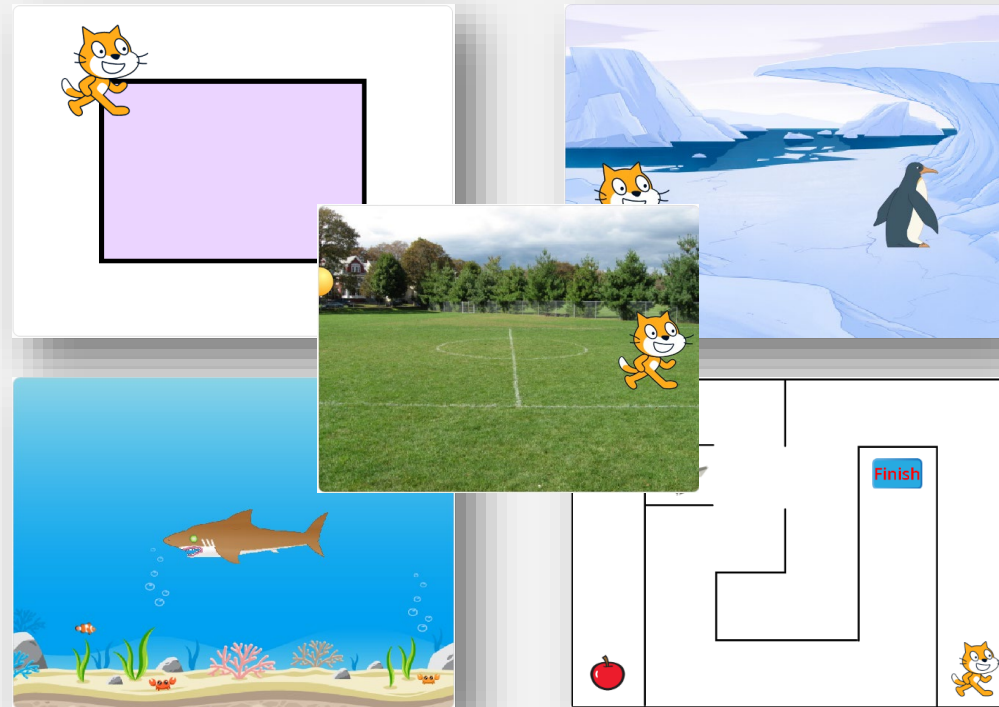# Assessment III
Maze & Menu

Presented by Advaspire Team

Assessment III - Explained

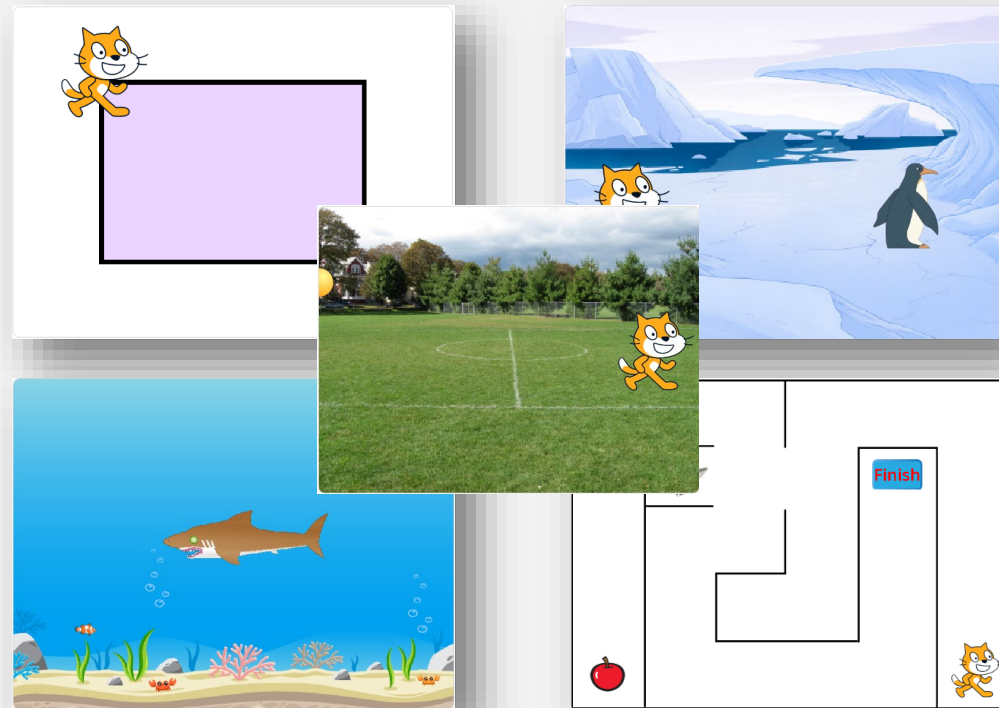You will be given 5 missions (Split to 4 parts) to complete level 1 (Each part takes 1 hour to complete).

The Sprites and Backdrops are already included or can be easily download from Scratch.

The total scores of each mission:
L1-Q4: A Maze Game (100 points)

You are required to score at least 70 points to pass the assessment.

Assessment III – Time Allocation (60 minutes)

Below is the recommendation for you to allocate your time properly for each mission:

Assessment Briefing   (5 minutes)

Assessment I:
L1-Q4: A Maze Game (55 minutes)

You only have 1 hour (60 minutes: Briefing = 5 minutes, L1-Q4 = 55 minutes) to complete your mission.

Assessment II – Submit Mission

L1Q1 - MISSION

Move your cat along the rectangle shape with 3 rounds.

Scratch Link:
https://scratch.mit.edu/projects/422065505/

Program your game with the requirement given.

Please click on the link for different mission and click "Remix" and change the project name to "Mission code – Your Name", example:
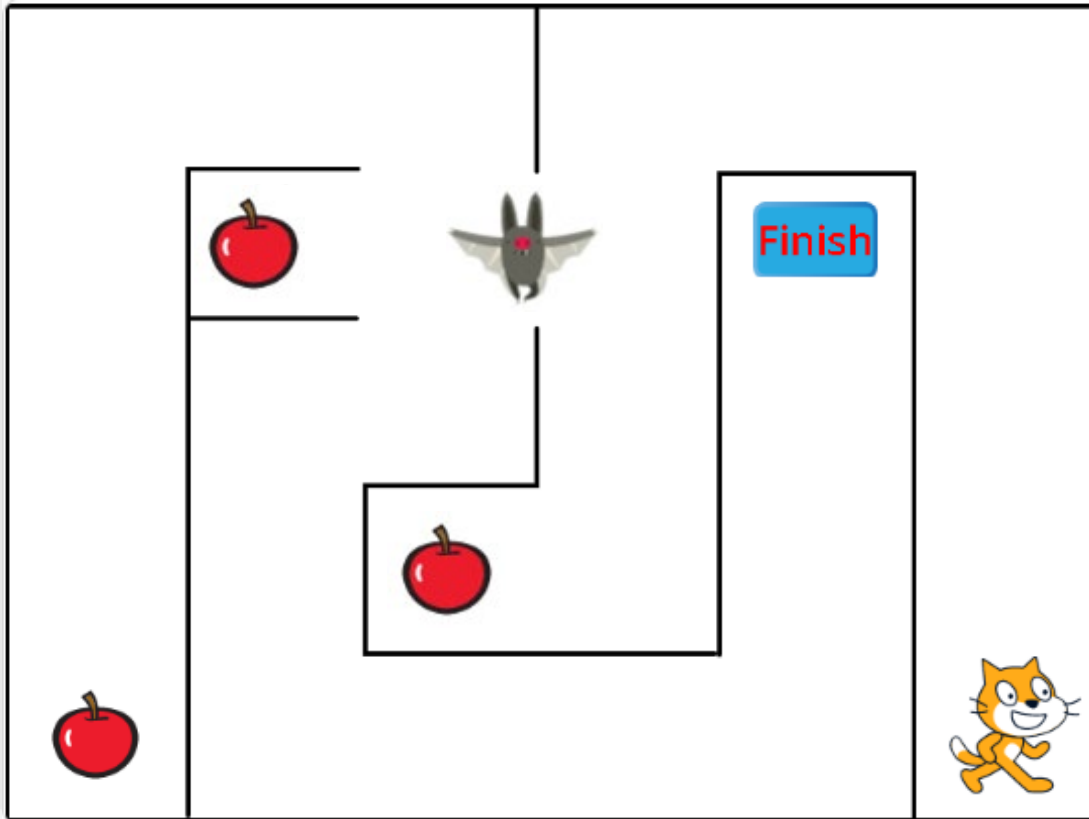
L1Q1 – Aljay

Save your project once done, and share the project link to me through slack.

ASSESSMENT *for*

LEVEL 1 – Part 3

L1Q4 - MISSION

Make a maze game (with starting menu):
1. Your cat can be controlled with up-down-left-right (and with animation when moving)
2. There will be 3 apples in the maze (use clones) which give you 50 points when collected by cat
3. The bat will patrol horizontally with constant speed (slow)
4. If cat touches bat, the player will lose, and show "You Lose!"
5. Make a menu page with a Play button, when "Play" is clicked, then it will start the game.
6. When the cat touches the finish point, it will show "Mission completed!"

Scratch Link:
https://scratch.mit.edu/projects/422069370/

You can direct message your teacher and ask your question through Slack Robotene Community or arrange a One-to-One Consultation with your teacher.

Q&A

Any Questions?

Thank you :)