Scratch Programming

Assessment IV

Dodging Game

Presented by Advaspire Team

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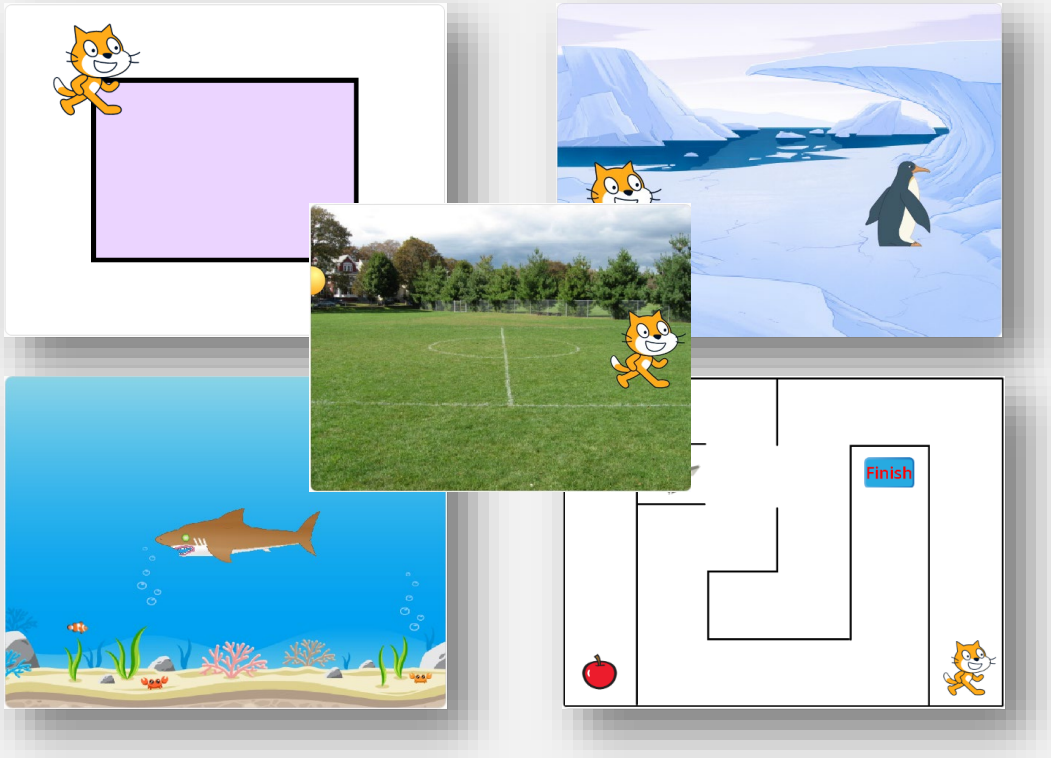
Assessment IV - Explained



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.

<u>The total scores of each mission:</u>
L1-Q4: Ball Dodging Game (100 points)

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

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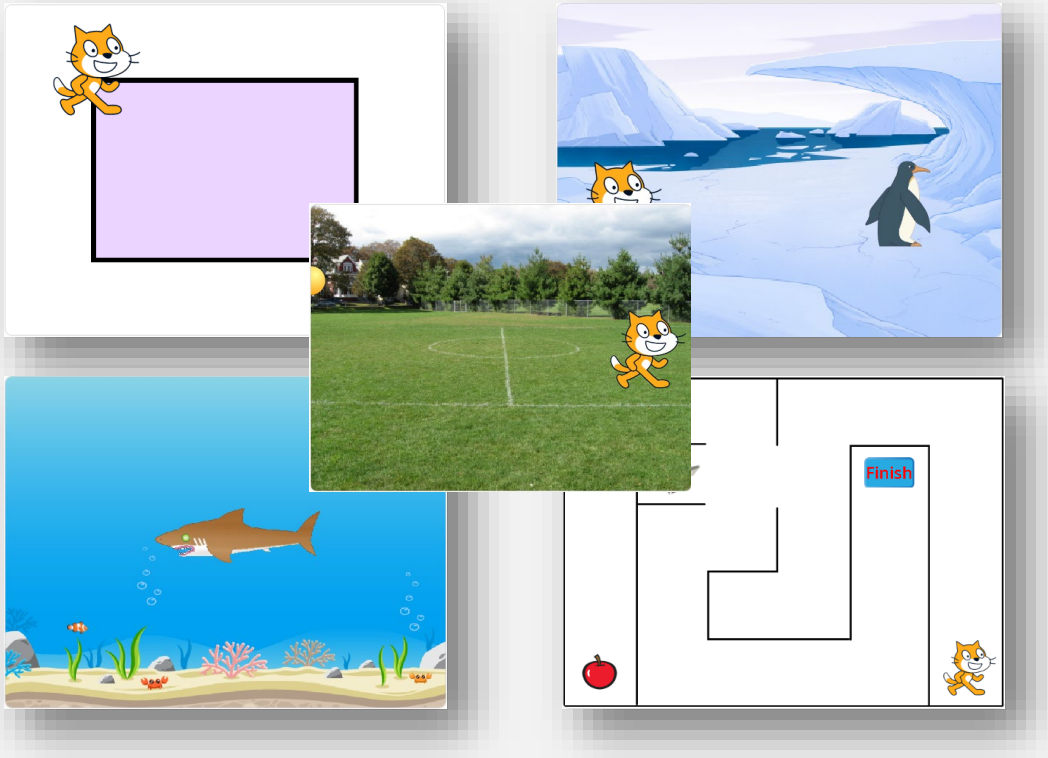
Assessment IV – Time Allocation (60 minutes)



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

Assessment Briefing (5 minutes)

<u>Assessment I:</u>
L1-Q5: Ball Dodging Game (55 minutes)

You only have 1 hour (60 minutes: Briefing = 5 minutes, L1-Q5 = 55 minutes) to complete your mission.

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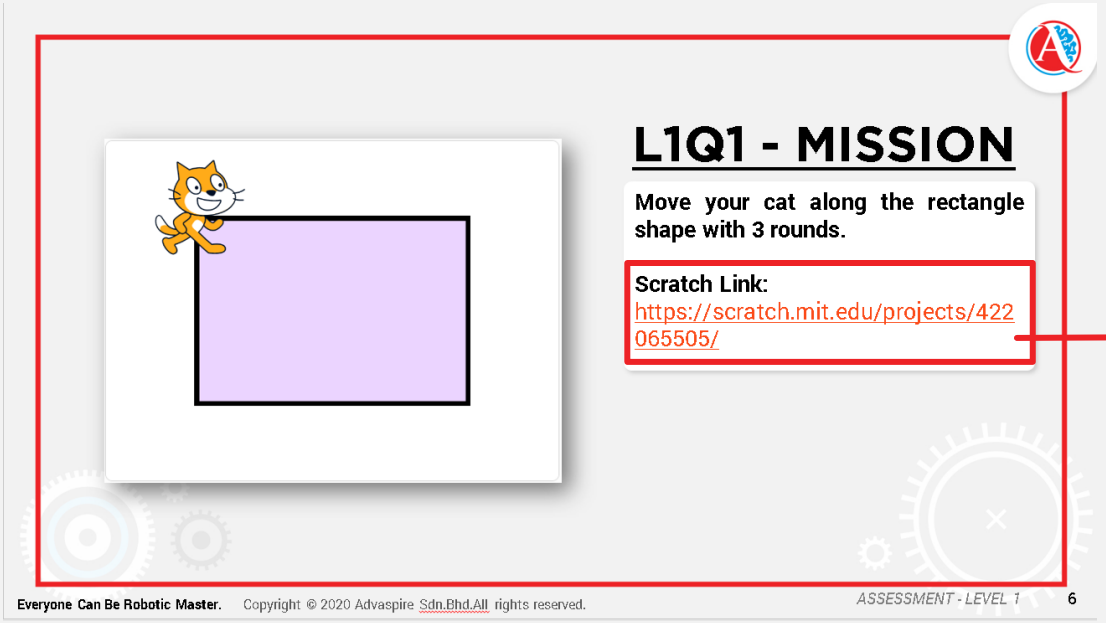
Assessment IV – Submit Mission



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.

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ASSESSMENT *for*

LEVEL 1 – Part 4

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L1Q5 - MISSION

Dodge the ball game:

1. You cat can only move up and down (with animation)
2. The ball will be spawn randomly at the left and keep moving to the right
3. When the ball hit the cat, it will deduct your score by 15 points with 1 live.
4. When the ball pass over the cat without hitting it, you will score 5 points (for each ball passed).
5. Set a variable for "speed" or "level" which will increase the speed of the ball throughout the time (increase by 0.2 for every 5 seconds)
6. Set your live to be 3 at start, once you run out of life (live=0), you lose.
7. Set a winning point that when you reached 200 points or above, you win the game (broadcast you win)
8. Show "You Lose" if you have no more lives or "You Win" when you reach 200 points or above.

Scratch Link:
https://scratch.mit.edu/projects/422072009/

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

Any Questions?

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Thank you :)

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