

Year 9 IST Semester One Assignment One (20%) – Dodger Game

Name:

Marking Criteria:

Item	Mark	Total
Coding and Logic (12 marks)		
Game starts with a splash screen	1	
The game commences after: <ul style="list-style-type: none">The player taps the screen or start button2 seconds	1	
Player character initially in the middle of the screen: <ul style="list-style-type: none">Left hand side for landscape orientationBottom for portrait orientation	1	
Obstacles spawn and move towards the other side of the screen approx. every 2s	1	
The position of the spawned obstacles are randomized	1	
The speed and size of the spawned obstacles are randomized	1	
Obstacles move/fall at an appropriate speed	1	
Score is displayed using a text component	1	
Score increases by 1 point at regular intervals	1	
Player contacts an obstacle:	-	
o Game pauses and an Alert appears with the player's score and an OK button	2	
o Tapping the button goes back to the main splash screen, resetting the game	1	
Code Formatting & Assets (8 marks)		
Code comments – understanding and explaining the purpose of the code	4	
Variable naming – reflecting the purpose of the variable using camelCase	1	
Code formatting – indentation, whitespace	1	
Folder structure – organized and named appropriately (e.g. Scripts, Scenes, etc.)	1	
Executable application file is built and runs without any errors	1	
Extension Tasks (Not marked)		
Below are some suggestions to creatively enhance your game: <ul style="list-style-type: none">Increase the difficulty of the game (e.g. higher levels with more obstacles)Power ups (e.g. invincibility for X seconds, destroy all obstacles on the screen)Highest score (e.g. store and display the highest score achieved)Animations (e.g. use a sprite sheet to animate the player using multiple frames)Scrolling background (e.g. cycle two images moving underneath the player)		
TOTAL	20	