Scratch Project Design Notebook

PLTW | Computer Science

Final Scratch Project Link	*Spongebob: The Great Snail Race Final Version*

Beta Scratch Project Link	*Spongebob: The Great Snail Race Beta Version*

Brainstormed Ideas

- Defend Earth From an Asteroid
- I Spy Game
    - Find objects on the screen within a time limit
- Obstacle Course
- Board Game
- Snail Race (Based off of a Spongebob Episode)

Top 2 Ideas (We chose them because they seemed the most engaging and fun out of all of our ideas)

- Snail Race
- Defend Earth from an Asteroid

Daily Log

8/30/16

Class: We brainstormed the ideas above and picked our top 2: the snail race and Defend the Earth From an Asteroid

Home: none

Partner: Me and my partner worked well as we brainstormed ideas.

8/31/16

Class: We made an effective Flowchart of our game.

Home:none

Partner: My partner and I worked well discussing the pros and cons of our project and getting useful feedback

Feedback:

- Use Obstacles
- Use Different Backdrops for Different Players

9/1/16
Class: We made a good start on our actual game by creating our first sprites and uploading our first backdrop and programming the first sprites to set the scene before our actual racing game
Home:none
Partner: My partner and I worked well formulating the dialogue for our first sprites and getting the actual game started

9/2/16
Class: We created our main characters/sprites today, and coded them so that they appeared to bend in with the backdrop, but took you to the next part of the game if you clicked on them.
Home:none
Partner: We worked well altering the sizes and shapes of our sprites so that they blended in nicely with the backdrop.

9/6/16
Class: We started attempting to program the actual race today along with their individual racing backdrops, but it was rather complex and we did not know how to get the players to move Larry without just having them press down on the right arrow key and hold. That would be too easy. So, we used the code for moving the players from this other game on scratch: https://scratch.mit.edu/projects/118053519/#editor.
Home: I worked on the project a little at home trying to code the sprites so that they the character not controlled by the player started moving at the same time that the character controlled by the player did.
Partner: we worked together to try to figure out how the racing background/track should look like for each character.

9/7/16
Class: We finalized our racing code for our first sprite so that the player does not have it too easy or too hard while competing (medium level racing sprite).
Home: I coded the hard sprite's and easy sprite's racing program at home, although there still are a few flaws
Partner: We worked well together to finalize our medium-leveled racing sprite's code.

9/9/16
Class: We tried to fix our game based on the comments that we got from the Beta Walk. We added and coded in a win backdrop.

Home: I tried to work out how to code the other sprites so that they were in a track that curved, but it overcomplicated the game so I disregarded that idea. Instead we decided that our difficulties should increase in how fast the opponents moved.
Partner: I worked well with my partner on making decisions for our game and coding the sprites.

9/12/16
Class: We coded the basics of Rocky's racetrack and tried to work out the glitches in our winning and losing screen.
Home:none
Partner: We worked well together trying to fix the glitch in the winning and losing screens although it was discouraging because no matter how hard that we tried, it still would glitch occasionally for no clear reason.

9/13/16
Class: We finished up coding the extra sound and visual effects for rocky's race.
Home: I added the directions screens and the coded in the arrow that shows Larry's location on the racetrack.
Partner: We worked well together coming to a close on our game's code.

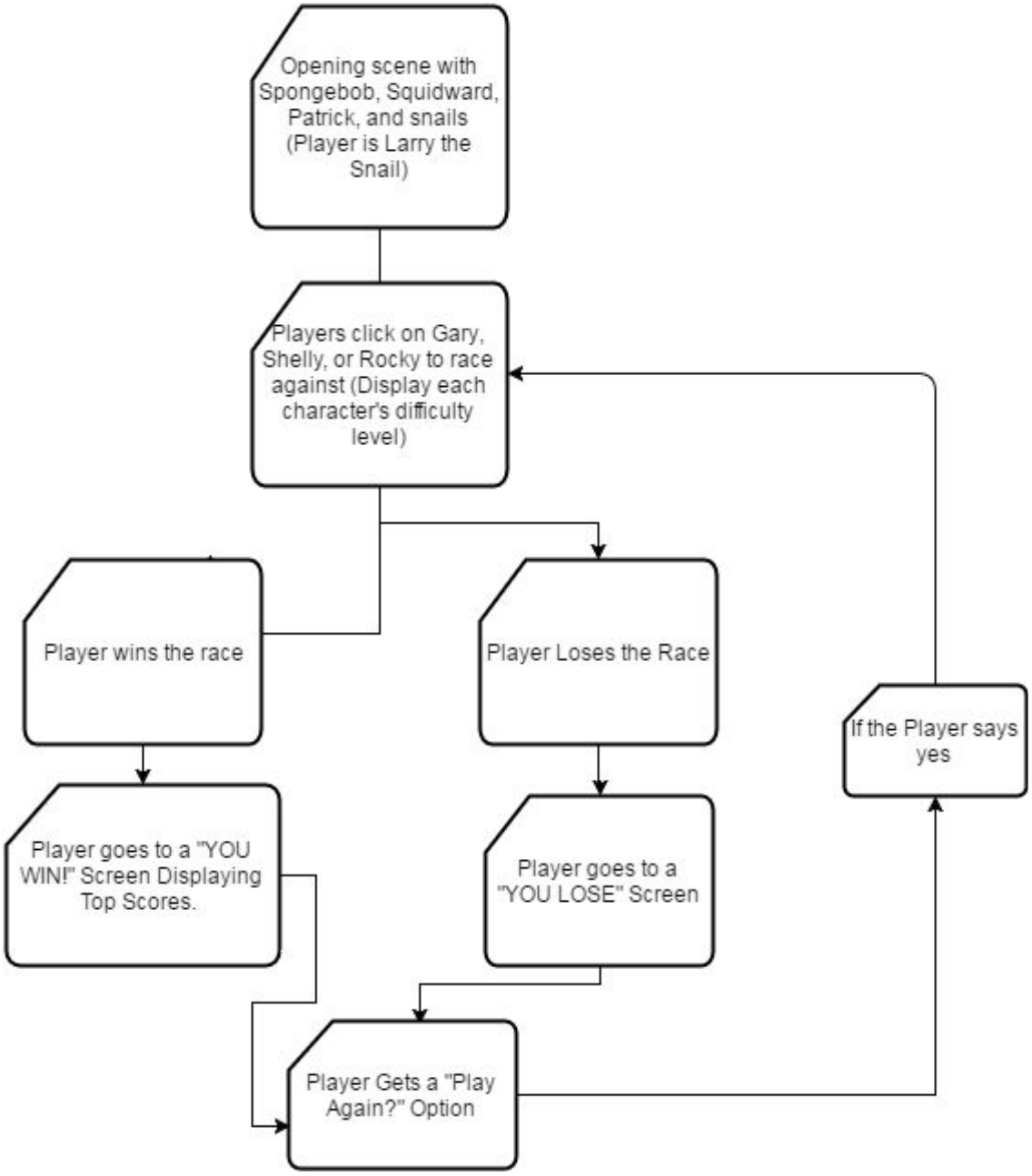
9/14/16
Class: We wrote the comments for our code.
Home:none
Partner: We worked well together on the commenting.

Beta Walk Instructions:	**Beta Walk Comments:**
You are Lightning Larry Luciano competing against the other fierce snails in the Great Snail race. Choose an opponent by clicking on them and race by mashing the right arrow.	- Program a win screen so that a player can actually win. - Fix the position of rock on easy mode and fix gary on hard mode. - Put more comments for the code. - Have more variety and a win screen, and also play through more because there are a lot of glitches. - Opponents are too good, and it is very hard to win. - Try to use higher resolution sprites.

	- The game glitches a lot during the race. - YOU DON'T WIN!

Final Gallery Walk Instructions:	**Final Gallery Walk Comments:**
- Follow the directions on the game - Make sure that you read the directions for each player *carefully*, because they are different - You are Larry	- Snail doesn't seem to move on the hardest level. Other than that it is a good idea. - The intro takes way too long. - Dialogue is good. The game itself could use a little more improvement on the levels of difficulty. - Good concept and gameplay but dialogue is too long at beginning. - Sometimes it says that I lose before I even started the race. - The game is very fun. - I like Spongebob. - Hard mode is too easy. - While trying to start the game I could not select an opponent. - Rocky is too difficult to win against. Maybe you should make him less difficult. - The different controls for levels without emphasis makes it a little frustrating. - Even when I win, I still says that I lose on Rocky's game. - This game has a good user interaction.

Game Flowchart:



Conclusion Questions:

1. Reflect on the creative process you used. What was useful? Discuss your reflection with your partner and then write a reflection individually.

The creative process that my partner and I used throughout the course of our project was very useful. Everything that we did, from brainstorming ideas to coding our actual game was very effective. We were able to discuss our ideas on how to improve the game from our own personal preferences, and our logical deduction of what would be a reasonable, makeable game based on our time constraints.

2. Reflect on the team dynamic. What helped the team work well together? Discuss your reflection with your partner and then write a reflection individually.
Building and discussing on how to improve our game with my partner helped make it the best that it could be. This is because there were some pieces of code that I was not sure how to do, and my partner helped me figure it out. The same was true the other way. By putting our brains together, we were able to make a very fun (hopefully) snail race.