

Final Project Organizer

Part 1: Screens

Draw a sketch of each of the main “screens” in your project. Add a brief description of what the screen does and how it relates to the other screens. If you need more space, add extra pages.



Part 2: Sprites

What sprites will you need in your project? List the sprites, with well-chosen names. For each sprite, list the costumes the sprite will need, sounds it plays, and the set of behaviors that sprite should exhibit. Add more pages if necessary.

Sprite name	Costumes	Sounds	Behaviors
Example - Barry	<i>A polar bear walking</i> <i>A polar bear walking (2)</i> <i>A polar bear jumping</i>	<i>Growl</i> <i>Roar</i>	<i>Walk left and right using arrow keys</i> <i>Jump on space bar</i> <i>Die if it touches a mouse</i> <i>Scare other animals and roar on "r" key</i>



Part 3: Custom Blocks

Describe each custom block you will create in the project. Explain what the block does, what type of block it is (command, reporter, or predicate), list its parameters/inputs, and which sprites will call the block.

Block Name	Description	Type	Parameters (inputs)	Used By



Part 4: Variables

List the variables you need to create, explain what the variable is used for, and whether it is a global or sprite-scoped variable. If it's sprite-scoped, explain which sprite it belongs to. *You do not need to list "script variables" that are created and used temporarily within a script.*

Variable	Scope (global or sprite)	Purpose

