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Class: Scalable Data
Infrastructures

Task: Scratch Activity

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I followed some simple tutorials, and I decided to make a simple maze game. I have build some simple flash games before, and my thoughts are that scratch is very similar to a flash game builder. While doing the scratch project, I realized the puzzles were similar to any other programming language. Scratch is fun since it is a visual programming language. Scratch is great tool for beginners, it helps them understand how each code can be fitted into another code, and most of all it is like Lego. With Scratch, a person doesn't have to know any programming language to build a program. This is how simple Scratch makes programming. Every school needs to use Scratch, it is a great tool for students to make interactive programs. The problem with this method is that it doesn't offer all the features of coding. The drawing tools is really poor. I prefer the coding method rather than visual. It helps me understand how each code performs.

Scratch project link:

<https://scratch.mit.edu/projects/88655108/>