Scratch Programming Class

Final Project Assignment

Due: Share Night 4/26/2018

Requirements:

* Must be interactive
* Cannot be a remix of another project
* Must have a main menu/page
* Should challenge you in one way or another (I will make sure your project is not too ambitious or too simple)
* Topic is totally up to you!

Please come with an idea or list of ideas by April 6th.

Suggested Steps:

1. Brainstorm ideas for your final project
   * come up with a list of hobbies, activities, and or inspirations to get you started (e.g. I love outer-space, technology and art)
   * think about how you can create a game, animation, or other interactive experience based on those ideas. (e.g. a game where you control a robot that must destroy evil technology, and collect good technology... or an interactive animation of outers-pace where stars swirl around your mouse… etc)
2. Come up with a list of at least 5 things you want in your project (e.g. I want my robot to follow the player’s mouse. I want evil technology to appear randomly. I want the robot to fall to pieces if he touches the evil technology. Etc…)
3. Set goals for each item on that list. Choose reasonable dates or times to get these goals done (e.g. I will make the robot follow the mouse by Friday... I will make evil technology appear randomly in two weeks. Etc…)
4. Have fun making your project.