

SCRATCH Competition

Welcome to the 2017 Marquette University ACM programming competition! For today's competition, you and your team will have 3 hours to develop solutions to several programming problems using the Scratch platform.

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Competition Instructions

Problem Templates:

- A few of the problems have optional or required project templates for you to start from when working on your solution.
- Navigate to the template URL: <https://scratch.mit.edu/users/MUScratchDivision17/>
- You must be signed into Scratch...
 - Click 'See Inside' on the project template, then click 'Remix' (button in the top-right of the screen)
 - Edit your remix to complete the problem

Submitting solutions, getting feedback, and request clarifications:

- Navigate to the competition URL: <http://www.mscs.mu.edu/~cmorley/>
 - NOTE: you need to type "www" in front of "mscs.mu.edu" - you will not be able to access the website if you omit it
- Use your given team password to access the competition forms
- To submit:
 - Download your project from scratch with File -> Download To Your Computer
 - Select the problem you are submitting to
 - Upload your .sb2 file (and your .txt design document for creative problems)
 - Hit submit

Routinely check for feedback and clarifications, and let a room proctor know if you are having any problems with the submission system, or suspect your submission did not go through.

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Submission Policies

- Try to score as many points as possible. You don't have to attempt every problem.
- Submit your solution as soon as it is ready - don't wait to submit all your solutions at the end. Judges will give feedback on your solutions throughout the competition.
- There is not a penalty for re-submitting to a problem. You can improve your solution according to judge feedback and re-submit to earn more points.
- Do not submit the same solution twice. **Only re-submit to a problem if you have changed your solution.**

There are five problems to solve. Scoring details are as follows:

- Three **Technical Problems** have 5 possible points each to earn, totalling 15 points for the technical section.
 - Points are awarded for how many of the problem requirements were fulfilled, and how well they were fulfilled. Partial credit will be awarded!
- Two **Creative Problems** have a possible 15 points each to earn, but the creative section is capped at 20 total points.
 - On one hand, you could balance your effort between the two problems to try to earn 10 points on each. Alternatively, you could go all-out on one problem to earn 15 points, and only need to earn 5 points on the other to get maximum credit.
 - **For this section, in addition to submitting your Scratch project file, you will need to submit a short "design document" (.txt file from Notepad or Notepad++) listing the features you created for your project.** Since the creative section is very open-ended, this design document lets you "sell" your solution to the judges. These problems can take a lot of work, so brag about your favorite features of your solution - make sure none of them are overlooked!
 - Points are awarded for how well the solution fits the problem's prompt, and the quantity and quality of the features included (and listed in the design document).

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Competition Rules

You may use outside sources (your internet, image editing tools, etc.) to create sprites, sounds, and other materials for your project.

You may not take code from public projects on the scratch website, or projects you have worked on outside of the competition.

You may not collaborate with other teams; sharing materials or discussing the problems with other teams is prohibited.

You must ask for permission before using electronic storage or communication devices (phones, flash drives, etc.), or any communication or storage software (email, google drive, etc.).

If you are unsure if a specific outside source is permitted, ask a room proctor! Room proctors may also request you to stop using a specific website or device if they suspect it is being used to break the rules of the competition.

Notify a room proctor if you suspect another team is breaking the rules of the competition.