**Scratch Preparation Guide:**

**Competition Structure:**

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

* Three **Technical Problems** have 5 possible points each to earn, totaling 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).

**Competition Rules:**

* You will have three hours to work on 5 questions
* You will receive templates for some of the questions
* 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.**
* 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.

Here are a few Scratch tools to be familiar with:

* Using multiple sprites
* Motion
* Looks
* Sound
* Events
* Sensing