**Conner Joseph Brewster Computer Science I**

**Friday, September 28th, 2012 Walter – 2**

**Scratch Application**

Since I am unable to use my Pokémon Battle Simulator for this project, I will begin on a new project: Donkey Kong. I plan on re-creating at least the first level of the original Arcade game using the programming program called Scratch (v1.4). I will import Jumpman, Donkey Kong, and probably the princess, but I plan on drawing the bars and ladders. I might use a Variable for the Timer and the Bonus GUI. Sound effects and background music will probably be imported too.

I will probably draw out the level first, and then set the sprites to their appropriate positions. I will then add costumes to the various sprites to make them look animated. I plan on giving Jumpman 3 lives, set to repeats. I will also place a force-reset button combination in case there is a major malfunction. The hammer will probably be implemented last, as it will be an entirely different script, and might mess up other scripts. The title screen will only have Game Mode A to start, if I have time, I’ll add Game Mode B. Once Jumpman runs out of lives and the Game Over is displayed, a credits screen will come into play.

I will tie the variable for score to barrels, adding 100 to the scoreboard when Jumpman leaps over one. The highscore variable, sadly, will probably be impossible to insert, since memory erases upon restarting something in Scratch. I will play Donkey Kong on my Nintendo Wii to be able to compare and to see how the game works. I might even get it for my NES emulator so I can see the internal files of the game (this is where I’ll probably get the sound.)