**1.1.7 Project Procedure**

8. Our product meets our client’s need by providing 6 of the 8 variable roles and having at least 3 levels that get more difficult over time. The strengths of this product are that it has smooth gameplay and an increasing difficulty. The weaknesses are that there are still a few bugs that made it into the final product due to time constraints and some parts that were in the process of being made were not able to make it into the final product.

11. We focused on developing each level and made sure it was perfect before moving on to the next level or sprite. We spent almost 2 class periods getting the sprites ready and a whole class for creating the truck sprite. The difficulties we encountered included the “Wait for \_ sec(s)” command not working for some of the sprites. We were able to get around this by using back-doors around the wait command using broadcasts and backdrop switches to trigger certain commands. An opportunity we encountered was the option to put a 2nd vehicle into the game. We incorporated this in a helicopter on the 3rd level.

12. Each algorithm functions on its own because each has a specific purpose. The dog sprite is controlled by the player and is the only constant throughout the game. Its speed is not changed and neither is the jump height throughout the game. The truck sprite functions on its own because it is the only way the score is increased. When the truck reaches the far left side, the score is increased by 1 point. The truck also changes on its own when the level is changed from Level 1 to Level 2. The speed of the –x velocity of the truck is doubled and it is harder to dodge. The dog and truck sprite collaborate through the fact that they cannot interact for the game to progress. If the dog touches the truck, it dies and you must restart. The truck and dog are the main sprites of the game and the main objective for the first 2 levels is to dodge the truck. The helicopter sprite is about the same as the truck sprite. It acts in its own script by moving at its own pace and staying that way for the 3rd level. It interacts with the rest of the program by creating another obstacles for the dog. In the 3rd level, you must dodge both the truck and helicopter. All these functions come together to create “Dog Dodge.”

**1.1.7 Conclusion Questions**

1. The creative process that was useful was to make sure the game was fun to play and create. Every step of creating the game was not a hassle but an enjoyable lesson. The game was not hard to make but we still ran into some problems along the way. Some of these problems we fixed, and others we cast aside and didn’t include in the final product.

2. Our team worked together because we both had different talents. We both were always focused on working on the project during class time and never had any disagreements. We also both worked on the project at home and out of school. This made it easier on us to create a quality product before the deadline.

**Project**: https://scratch.mit.edu/projects/120631906/