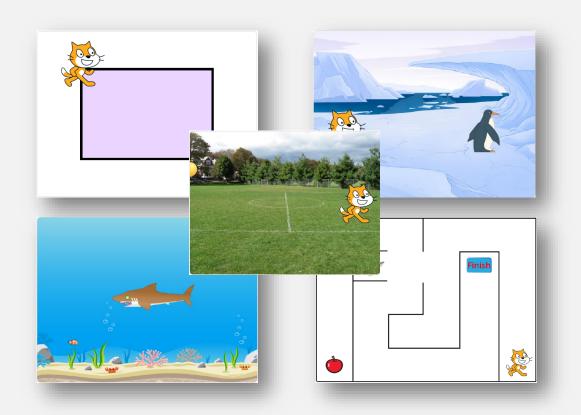


Scratch Programming Assessment L1.12A Under the Sea

Presented by Advaspire Team



Assessment L1.12A - Explained



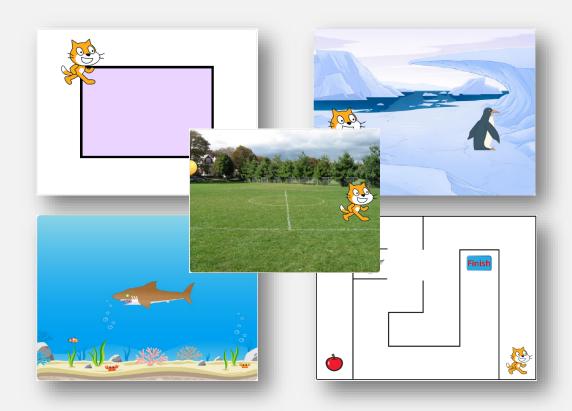
This is the Assessment L1.12A
The Sprites and Backdrops are already
included or can be easily download from
Scratch.

The total scores of the mission: L1-Q3: Under the Sea (100 points)

You are required to score at least 70 points to pass the assessment.



Assessment L1.12A – Time Allocation (60 minutes)



Below is the recommendation for you to allocate your time properly for each mission:

Assessment Briefing (5 minutes)

Assessment L1.12A:

L1-Q3: Under the Sea (55 minutes)

You only have 1 hour (60 minutes: Briefing = 5 minutes, L1-Q3 = 55 minutes) to complete your mission.



Assessment L1.12A – Submit Mission



Program your game with the requirement given.

Please click on the link for different mission and click "Remix" and change the project name to "Mission code - Your Name", example:

L1Q1 — Aljay

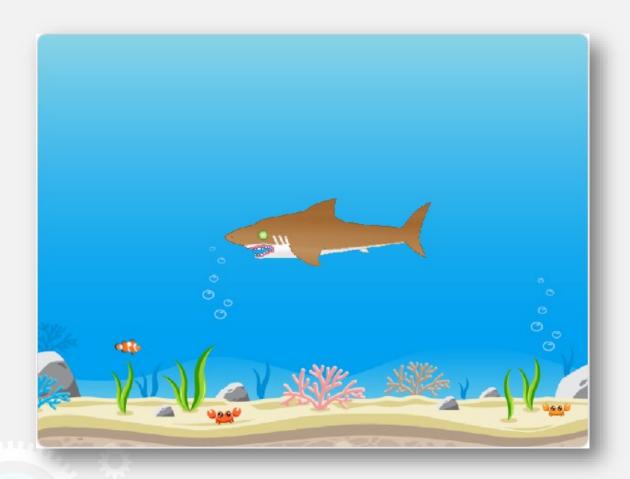
Save your project once done, and share the project link to me through slack.



ASSESSMENT for L1.12A







L1Q3 - MISSION

Program your own game:

- 1. Set control to your Shark (player can control shark's movement with up-down-left-right)
- 2. Facing control for shark (when press left, shark will face left, when press right, shark will face right)
- 3. Do a bite function for the shark (<space> pressed)
- 4. Create 4 types of fishes with total of 15-25 (randomly)
- 5. Shark's size = 60%; fish size = 20%
- 6. The fishes will move randomly when spawn.
- 7. Fish will disappear when shark bite
- 8. Fish won't go off the stage (bounce on edge)

Scratch Link:

https://scratch.mit.edu/projects/422068229/



You can direct message your teacher and ask your question through Slack Robotene Community or arrange a One-to-One Consultation with your teacher.





Thank you:)