**2018 Term 2 – Project**

**Objective** – Design a game or an activity that you can play with your mum/dad.

**Content pre-requisites** – Here’s guidelines that your project will need to follow –

1. Be based on scratch and/or the micro:bit
2. Should include a story line or a theme
3. Should be interactive i.e. allow for user interaction using the keyboard (for Scratch) and/or allow for interaction with the micro:bit
4. Design should take into consideration scenarios/themes/characters/situations that mum/dad like
5. Should run for at-least 30 seconds (or more)
6. Should include music and animation
7. Should include at-least 1 character designed by you
8. Should include user input through the activity, make decisions based on input and then perform an action
9. Should include the use of at-least one decision element i.e. if-then, if-then-else, if-then-elif-else, while-do, etc.
10. Those who have worked on the micro:bit should include use of the micro:bit for their project

**Development Track -**

1. Design a multiplayer  game – Scratch based
   1. Should be designed with mum/dad as the second player.
   2. Design should allow two players to play/interact simultaneously with the game.
   3. Time based game / activity
   4. Players get awarded points for progressing or points get taken away for making mistakes.
   5. Demo should include two players at the keyboard
2. Design a  single or multiplayer game – micro:bit based
   1. Should be designed with mum/dad as one of the players.
   2. Design should allow two players to play/interact simultaneously with the game.
   3. Time based game / activity
   4. Players get awarded points for progressing or points get taken away for making mistakes.
   5. Demo should include two players at the keyboard
3. Design a  single or multiplayer game – micro:bit controls with game designed using Scratch
   1. Should be designed with mum/dad as one of the players.
   2. Design should allow two players to play/interact simultaneously with the game.
   3. Time based game / activity
   4. Players get awarded points for progressing or points get taken away for making mistakes.
   5. Demo should include two players using the micro:bit either simultaneously (if feasible) or at different points in time.

**Approach** –

1. Think through the content pre-requisites and work through your storyline
2. Come to class and share with us your story line for your project / game / activity
3. Present the storyline on the 26th May 2018
4. Work on the project in parallel and fine tune it along the way
5. Present the final project to the class on the 23rd of June 2018

**Presentation** –

All kids will be asked to present their project at the end of Term 1 i.e. 23rd of June 2018.

Prizes will be given out for the following –

1. Most creative project - Scratch
2. Most creative project – Scratch + micro:bit

**Happy Hacking!!!**