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| **Big Ideas** |  |  |  |  |
| The Design Cycle is an ongoing reflective experience  Personal design choices require self-exploration, collaboration, and evaluation and refinement of skills  Tools and technologies can be adapted for specific purposes | **Emerging**  The student demonstrates an initial understanding of the concepts and competencies relevant to the expected learning. (0-2) | **Developing**  The student demonstrates a partial understanding of the concepts and competencies relevant to the expected learning.  (2-4) | **Proficient**  The student demonstrates a complete understanding of the concepts and competencies relevant to the expected learning  (4-6) | **Extending**  The student demonstrates a sophisticated understanding of the concepts and competencies relevant the expected learning outcome.  (6-8) |
| **Pygame Modifications (Visuals)**  Game title change  Window colour change  Change dimensions of window for project  Change PNG assets  Horizontal border  Change text on Screen |  |  |  |  |
| **Pygame Modifications (Gameplay)**  Change button keys for your objects  Horizontal barrier works as intended  The bullets should be shot in the vertical direction (up and down since your units will be on the bottom and top of the game). Collisions work as intended |  |  |  |  |
| **Pygame Modifications (Unique gameplay/design changes)**  Unique sounds effects  Unique gameplay changes (compared to video and peers. Examples could be changes to the way bullets behave, character motion, having bullets “bounce” off the walls, powerups, visual effects etc.) |  |  |  |  |
| **Writing Clean Code**  [Clean Code Explained – A Practical Introduction to Clean Coding for Beginners (freecodecamp.org)](https://www.freecodecamp.org/news/clean-coding-for-beginners/?msclkid=48bf93a5d14f11ecbcd67daaac17e945)  Make sure your script runs with no error or crashes no matter what the user inputs (invalid responses, entering without any characters..)  Variable names make sense  Functions do one specific thing  Few arguments in functions  Do not repeat code  Comments used throughout the code |  |  |  |  |

**Pygame #1 Modifications to space shooter Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**