project[0]: hello, scratch
Due Tuesday, 1/26/2016, 12:59:59pm

Project Goals

The goals of this project are to:
1. Provide you an overview of core programming concepts
2. Extend students an early outlet for their creativity
3. Present you the opportunity to wow your friends/enemies/parents/faculty/self

Project Description

The description for this project is pretty simple, "Do something cool with Scratch." Full credit will be given for submitted scratch projects that reasonably meet the following conditions:

1. use at least two sprites
2. change the background
3. one repeat block
4. one if/then or if/then/else block
5. at least one sensor block
6. create your own block
7. use a data block
8. use at least one event that is not "when <green flag> clicked"
9. use at least one sound

Ideally projects will be significantly more complex than the scratch projects demonstrated in lecture[0][1].

Along with the projects, you must submit a short paragraph describing what your program is meant to do. Include any problems that you encountered, how you remedied them. If your program is interactive state how a TA should interact with your program.

Have fun with this assignment. Prizes will be given next week for students that submit the assignments that most impress us. In addition, you will win the glory and envy of your peers!

Submission details

The project needs to be submitted, Tuesday, 1/26/2016, 12:59:59pm.

To submit your project, you will have to save your scratch project file to an ECC machine using the Linux VM or the nomachine client:

- create a directory called "project0"
- save your *.sb2 file in that directory
- save your description file into that directory
- DO THIS ONCE: Install the submission script **_(don't type the '>' symbols)_**
  > cd ~
  > wget http://www.cse.unr.edu/~newellz2/submit
  > chmod +x ./submit
- TO Submit:
  > cd project0
  > ~/submit

The submission script copies all files in the current directory to our directory. You may submit as many times as you like before the deadline, we only keep the last submission.

In order to be eligible for prizes please add your entry to the following studio in scratch:

https://scratch.mit.edu/studios/1763381/

Academic Honesty

Academic dishonesty is against university as well as the system community standards. Academic dishonesty includes, but is not limited to, the following:

Plagiarism: defined as submitting the language, ideas, thoughts or work of another as one's own; or assisting in the act of plagiarism by allowing one's work to be used in this fashion.

Cheating: defined as (1) obtaining or providing unauthorized information during an examination through verbal, visual or unauthorized use of books, notes, text and other materials; (2) obtaining or providing information concerning all or part of an examination prior to that examination; (3) taking an examination for another student, or arranging for another person to take an exam in one's place; (4) altering or changing test answers after submittal for grading, grades after grades have been awarded, or other academic records once these are official.

Cheating, plagiarism or otherwise obtaining grades under false pretenses" constitute academic dishonesty according to the code of this university. Academic dishonesty will not be tolerated and penalties can include canceling a student's enrollment without a grade, giving an F for the course, or for the assignment. For more details, see the University of Nevada, Reno General Catalog.