

# Assignment 4

Scratch Component

# Goal

- Work in a team to:
  - Inspect and evaluate another person's code
  - Modify the code based on your evaluation
  - Keep a log, clearly document your goal

# Inspecting and Evaluating code

Inspect and evaluate another person's code

1) Identify two features that you think are well implemented

2) Identify one feature that you think could be improved

- Features may include:
  - commenting
  - feature of gameplay
  - code
  - graphical element
  - user input...

# Inspecting and Evaluating code

- For part I)
  - identify the feature
  - describe how it is well implemented
  - identify the audience (player, developer...)
  - describe why this feature is important

# Inspecting and Evaluating code

- For part 2)
  - identify the feature
  - describe how it is not well implemented
  - identify the audience (player, developer...)
  - identify how you will improve it
  - describe why this feature is important

# Implement your solution

- Part 3)
  - Use your evaluation from Part 2)
  - Implement the change you describe
  - Provide a screen shot of Scratch, and circle or highlight the changes that were made (if necessary, provide more than one image)
  - Provide the modified version of the Scratch program

# Log your efforts

- Part 4) individually:
  - Keep a log of your work on this portion of the assignment
  - Each entry should include: date and time, amount of time spent, part #, goal and comments

# Example log

Date	Time spent	Part #	Goal	Comments
10:30pm Feb. 20	20 minutes	1) & 2)	Play the game, and see what works	This game is awesome, and its hard to decide!
2:30pm Feb. 21	12 minutes	1)	discuss with my partner what is best feature	we disagreed, so I conceded on one of the features I thought rocked
2:45pm Feb 21	5 minutes	2)	figure out what needs to be fixed	I decided to choose this myself
...				