PS01 - Create a Simulation in Scratch

DUE: _____

Create a simulation in Scratch and present it.

Requirements
Your simulation must:
- ☐ model some system or process
- ☐ use at least one of each of the following:
    - ☐ conditional
    - ☐ loop
    - ☐ variable
    - ☐ custom block (function)

Not required but potentially interesting
- ☐ user interaction | ability to change conditions

Presentation
Be prepared to present your simulation on the due date. The order of presentations will be randomly determined. If you are unprepared to demonstrate your simulation when it's your turn, you will earn a 0 without an opportunity to make it up.

- ☐ Aim for 3 minutes. I will cut you off if you exceed 5 minutes.
- ☐ Give an overview of your simulation:
    - ☐ What does it simulate?
    - ☐ What simplifying assumptions does your simulation use?
    - ☐ What are the "mechanics" of the simulation? That is, how does the simulation work?
- ☐ Run your simulation and describe what is happening.
- ☐ Show us your code and point out where you used each of the required elements. Be prepared to accurately describe how your code works.
- ☐ No fluff. Focus your presentation on the simulation and the code that runs it.