

# Scratch Project 1 – Pacman style eat and chase game

## Outline:

We will be using Scratch to learn some basic programming concepts related to Object Oriented Programming, Flow control, and Decision Making. This program uses visual blocks instead of text for creating its code. Your first project will focus on some of the basics of scratch and programming by having you create a Pacman style eat and chase game.

## What do you need to include:

Must haves:

- 3 Sprites
- 2 backgrounds
- Keyboard control
- Basic Movement
- A goal or object for your main character to reach
- Default starting point
- Basic Animation
- Collision Detection

Could haves:

- AI characters
- Score counter or timer
- Ability to pick up items
- Start-up/game over screen
- Winning/Losing indication
- Character lives

## Evaluation and Due Date:

***DUE FRIDAY OCTOBER 2 at the end of class***

	<b>5 – Excellent</b>	<b>4 – Good</b>	<b>3 – Average</b>	<b>2 – Below Average</b>	<b>0 – Not Included</b>
Elements Included	Basic elements are included and new features are also added in	All basic elements are included	Most of the basic elements are included	Few of the basic elements are included	Little to no basic elements are included
Visual Aspects	Outstanding visual graphics and overall appeal. Various animations are included.	Good visual graphics and overall appeal. Attempts are made at including animations	Basic graphics are used. Visuals are not as clean and clear as they could be. No animations are attempted.	Basic graphics are used. Does not appear clean and flaws are apparent.	Does not go beyond basic lines and original sprite.
Logic	Logic and scripts are clean, efficient and problem free. Game works exactly as intended	Logic and scripts are mostly clean and problem free. No efficiency problems. Game works with little flaws	Some problems in the logic. A few efficiency issues. Game works but has flaws.	Many problems in the logic. Very clear efficiency issues. Game has large flaws	Major flaws throughout the game. Does not play the way it was intended.