

Scratch MYP assessment – Developing ideas

Design (might be partly on paper)

What is the objective of your game?

The player needs to

How will your game look? (photo of your drawn design? labelled game screen clipping?)



What different sprites/backgrounds could I use? Which ones did I choose and why?

What different ways could I use to make the player sprite move? Which way did I choose and why?

What options are there for controlling the other sprites or background? Which way would work best?

What are the **success criteria** (what must the sprites in the game do when I test it)?

Example 1: overall criteria:

Player should be able to navigate by and win/get points by

Plater should avoid

Example 2: event action criteria:

Event : Action

(change / add to these examples)

Arrow key pressed: Player sprite moves in direction of arrow

Player touches red lava : Player loses a life and

Get 20 points: Game changes to

Create

Here is the link to my finished project:

How your design will be assessed (Criterion B – Developing ideas)

Level/Score	Criterion	Example
1–2	<ul style="list-style-type: none"> i. states one basic success criterion for a solution ii. presents one design idea, iii. creates a drawing/diagram 	<p>You say how the sprite should move. You state the objective. Paper sketch or screen clipping with no notes</p>
3–4	<ul style="list-style-type: none"> i. states a few success criteria for the solution ii. presents more than one design idea, using an appropriate medium(s) or labels key features, which can be interpreted by others iii. states the key features of the chosen design iv. creates a planning drawing/diagram or lists requirements for the creation of the chosen solution. 	<p>You say what the main game objects should do. You suggest other possible ways to move the sprite. Drawing or screen clipping has notes to illustrate the key features of the game.</p>
5–6	<ul style="list-style-type: none"> i. develops a few success criteria for the solution ii. presents a few design alternatives. iii. presents the chosen design stating the key features iv. creates a planning drawing/diagram and lists the main details for the creation of the chosen solution. 	<p>List some of events can occur in the game and how the game objects should react to the events. Outline some ways the reactions to the events could be coded. Detailed notes on a good quality game sketch / screen clipping.</p>
7–8	<p>As above plus</p> <ul style="list-style-type: none"> i. list of success criteria for the solution ii. presents few feasible design ideas iii. presents the chosen design describing the key features iv. outlines the main details for making the chosen solution. 	<p>Comprehensive list of events and actions. Explanations of how the game should work are clear and detailed.</p>