Mini-Game: \_\_\_\_\_\_\_\_\_\_\_\_\_ NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Mini-Game Program Rubric**

**“coding your own learning and pushing it further”**

You are going to create 1 type of mini-game (maze, scrolling, or pong) in SCRATCH. In your game, you are going to use multiple different types of codes to create a fun experience for other SCRATCH users. You will need to make sure that your game is creative and engaging to all users to make sure that you include backgrounds, multiple colors, and different spirits. When creating your game make sure that you are including an interesting intro to your game and some sort of rules on how to play the game. The game will also need to include 2 extension types of coding such as scoring or a timer, but make sure you choose something that is relevant to the type of game you are making.

**WHAT YOU NEED TO KNOW TO BE SUCCESSFUL**:

Use the following checklist to help you determine what needs to be included in your game.

|  |  |
| --- | --- |
| **Sprites** | * At least 2 sprites are present in your game * Single sprites have two costumes |
| **Setting** | * The game has a colored background * The game background has a starting and ending location |
| **Game Mechanics** | * Sprite has a fixed starting location when the green flag is pressed * Sprite has a sound effect when the game is completed * Sprite has a code that interacts with background objects |
| **Introduction**  **and**  **Instructions** | * The game has an introduction, which includes:   + type of game   + favorite part of the game   + the hardest portion to code * Instructions are comprehensive and detailed:   + Definition of what all the keys used to play the game do   + How to start and how to finish the game |
| **Extensions** | * At least 1 extension activity has been coded into your game, such as:   + scoring   + timer * At least 1 additional activity has been coded into your game   + review STEM webpage for additional extension types |

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**GRADING RUBRIC: Mini-Game Program**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **CATEGORY** | **2** | | | **1** | | |
| **SPRITES**  **\_\_\_\_\_\_\_/2** | Sprite section of the game contains **all** of the listed requirements:   * At least 2 different sprites within the game * At least 1 sprite has a costume change | | | Sprite section of the game contains **1 of the 2** listed requirements:   * At least 2 different sprites within the game * At least 1 sprite has a costume change | | |
|  | **2** | | | **1** | | |
| **SETTING**  **\_\_\_\_\_\_\_/2** | Setting section of the game contains **all** of the listed requirements:   * At least 1 colored background * The game includes a start and ending points | | | Setting section of the game contains **1 of the 2** listed requirements:   * At least 1 colored background * The game includes a start and ending points | | |
|  | **3** | **2** | | | **1** | |
| **GAME MECHANICS:**  **\_\_\_\_\_\_\_/3** | The game contains all of the listed game mechanic requirements:   * Sprite has a fixed starting point when the green flag is pressed * Sprite has a sound effect when the game is completed * Sprite has a code to interact with background objects | The game contains **2 of the 3** listed game mechanic requirements:   * Sprite has a fixed starting point when the green flag is pressed * Sprite has a sound effect when the game is completed * Sprite has a code to interact with background objects | | | The game contains **1 of the 3** listed game mechanic requirements:   * Sprite has a fixed starting point when the green flag is pressed * Sprite has a sound effect when the game is completed * Sprite has a code to interact with background objects | |
|  | **3** | **2** | | | **1** |
| **INTRODUCTION**  **AND**  **INSTRUCTIONS:**  **\_\_\_\_\_\_\_/3** | Introduction and Instructions contain all of the listed requirements:   * Type of Game Created * Favorite part to code * Hardest part to code * How to play the game * How to start and end the game | Introduction and Instructions contain **4-3 of the 5** listed requirements:   * Type of Game Created * Favorite part to code * Hardest part to code * How to play the game * How to start and end the game | | | Introduction and Instructions contain **2-1 of the 5** listed requirements:   * Type of Game Created * Favorite part to code * Hardest part to code * How to play the game * How to start and end the game |
|  | **2** | | | **1** | |
| **EXTENSIONS:**  **\_\_\_\_\_\_\_/2** | The game includes all the required extensions listed:   * The game includes either of these extensions:   + timer   + scoring * The game includes 1 additional extension listed on the STEM extension webpage | | | The game includes **1 of the 2**  required extensions listed:   * The game includes either of these extensions:   + timer   + scoring * The game includes 1 additional extension listed on the STEM extension webpage | |



**Rubric Points: \_\_\_\_\_\_\_/12**

TEACHER COMMENTS: