

SMS 416, 2018: 1st Scratch project (due Tue. Feb. 6th).

Choose one of the following tasks that you will execute using Scratch:

1. You are asked to create an interactive advertisement for a *local* nonprofit organization of your choice.
2. Think of one of the classes that you enjoyed the most at UMaine. Construct interactive instructional material for this class.
3. Tourism Maine has a competition for displays for parks in Maine. As part of the competition for the contract you need to provide a short example of material to be included in the beach entry.

Rules:

Your project *should* include the following: at least 3 different characters (sprites), at least three different backdrops in your program.

Your code should include:

- At least two uses of operators
- At least two forever statements
- At least two *If/Else* Statements
- Have at least one sprite associated with sound.

Have comment in the code so others can understand what the code does.

Some of the sprites should be able to respond to commands by users (comment about the commands and what their function at the beginning of the program execution), associated with clicks on the keyboard, when the mouse is clicked on an object on the screen, OR when a variable changes (have at least one of each). Think about the user experience. Users should understand where they are going within the program.

Optional: Create a storyboard (storyboards are used when planning movies, advertisements, cartoon books, and hence are also useful for this exercise. It consists of a series of cartoon images on a page depicting your plan for each scene). Feel free to bring your storyboard to class prior to submission to brainstorm with the rest of us about your project and your approach. Bring the project to class (on a USB key) on the day it is due and be ready to present it to the class.

Note: On Feb. 6th half the class will *present* your project to your peers and instructors (the other half will present the 2nd scratch assignment). This means showing how your program works and entertaining questions about your program. You will also hand your program to your instructor for grading.

Grading: late submissions result in loss of 1 full grade per week. A program that is off topic will get at most a B-.

A: all parts are present: Program with all elements *and* comments. Program works flawlessly under all scenarios.

B: Missing some critical elements. Program mostly works.

C: Missing several critical elements. Program works ~ 50% of the time.

D: Missing most critical elements. Program mostly does not work.