SMS 491: 1st Scratch project (due Tue. Jan. 21st).

Choose one of the following:
1. You are asked to create an interactive advertisement for a nonprofit organization of your choice.
2. Think of one of the classes that you enjoyed the most at UMaine. Construct an interactive instructional material for this class.
3. Tourism Maine has a competition for interactive 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 ranger station.

Rules:
Your project should include the following:
• Create a storyboard. Your scenario must contain: at least 3 different characters (sprites), at least three different background objects in the scenery for your story and at least 4 scenes.

Your code should include:
• At least two uses of operators
• At least one forever if loop
• At least two If/Else Statements
• At least two repeat statements
• Have at least one sprite associated with sound.

• Comment the code so others can understand what the code does.
Some of the sprites should be able to respond to commands by users (communicate the commands and what their function at the beginning of the program execution), associated with clicks of on the keyboard, when the mouse is clicked on something, OR when a variable changes (try to have at least one of each).

Feel free to bring your storyboard to class prior to submission to brainstorm with the rest of us about your project and your approach. Please bring the project to class on the day it is due and be ready to present it.

Grading:
A: all elements are there: storyboard, 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.