

SMS 491, 2013: 1st Scratch project (due Thu. Jan. 24th).

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 an 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 lighthouse entry.

Rules:

Your project should include the following:

- 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).
- Your project must contain: at least **3 different characters (sprites)**, at least **three different background objects** in the scenery for your program.

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 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).

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 and storyboard to class (on a disk-on-key) on the day it is due and be ready to present it to the class.

Grading: late submissions result in loss of 1 full grade. Program off-topic will get at most a C.

- 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.
- F: No homework turned in.