

Video Game Assignment

Background of the Game

You are about to create a complicated computer game. You can go to the <http://learnscratch.org> website and click on Scratch 3, Unit 3 to learn the technical skills of your game.

For example, you can mimic a maze similar to our school layout (**background**). Then, administrators (**random sprites**) will appear at some key locations of the maze. You use the mouse to guide yourself (**the main sprite**) to your classroom (**the winning point**) from the entrance (**starting point**). If you cannot get to the classroom within 1 or 2 minutes (you set the time frame of the game), you will be sent to K-118 (you lose the game). If you meet an administrator, you will have to wait 2 seconds (some condition to delay your game) to tuck your shirt. If you get to the class on time, you win.

Game Requirements:

1. You must use (draw or import) several backgrounds and backgrounds change at some condition. For example, when you touch a red dot, the background changes to red. (20 points)
2. You must use one major sprite that you can use key or mouse to control. The major sprite can have multiple costumes and change costumes at some conditions. For example, when you get caught by administrators, your jump and say "I will tuck my shirt." (20 points)
3. You must create at least 3 random sprites that move or appear randomly. For example, administrators patrolling the hallway.(20 points)
4. The game must have a meaningful theme. Design some beautiful backgrounds or use some beautiful colors(10 points)
5. The game is functional and playable. It has starting point, the condition to win/lose. (20 points)
6. Use background music for the game. (10 points)

Final Notes:

The game is not necessarily perfect. But, it must be playable and interesting. Use your imagination and creativity to make a better game. Share the game with your classmates and get suggestions. By the end of the semester, I will save a copy and we use it for technology fair in January.