General Considerations

For Lists, Variables, imported or created Sprites and Sounds, make sure they are actually used in the project. If a Sprite does not show on the Stage or there are no Scripts that use the Lists, Variables or Sounds, it does not count towards points.

Creativity

Use of Sound:

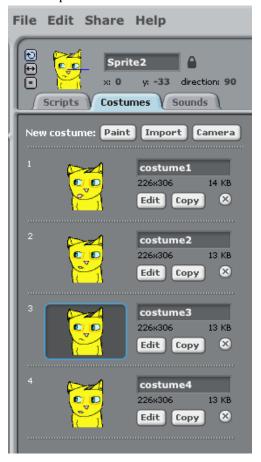


or

Modified Imported Sprites:



Created Sprites:



Technical Merit

Broadcast and Receive:

```
Sprite1

x: 0 y: 0 direction: 90

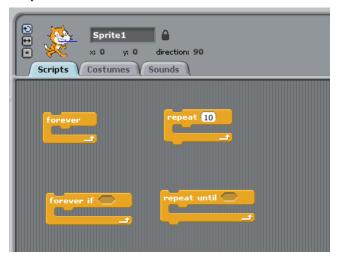
Scripts Costumes Sounds

broadcast EXAMPLE MESSAGE 

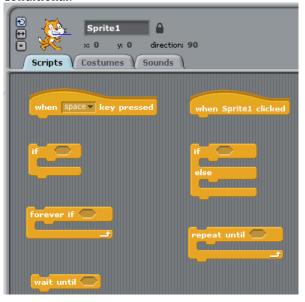
broadcast EXAMPLE MESSAGE 

when I receive EXAMPLE MESSAGE
```

Loop:

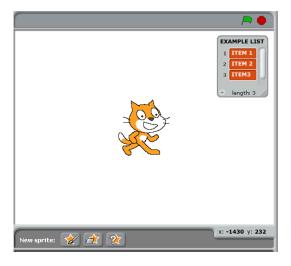


Conditional:

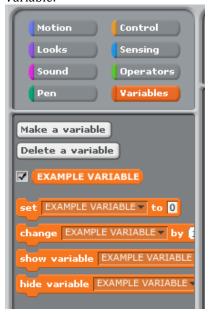


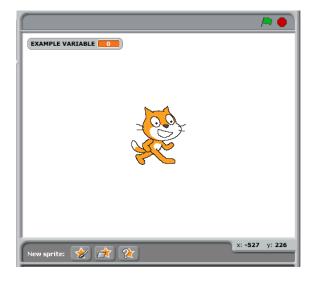
List:





Variable:

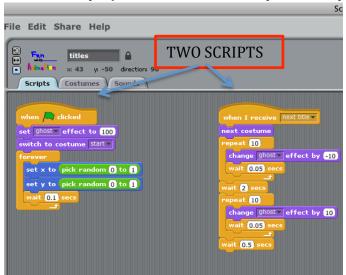




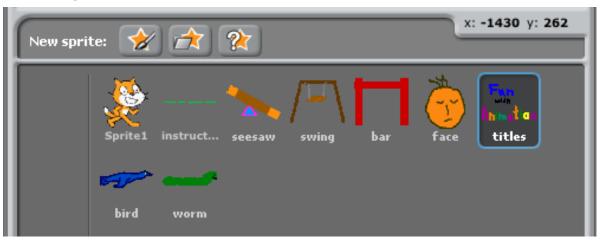
String Processing:



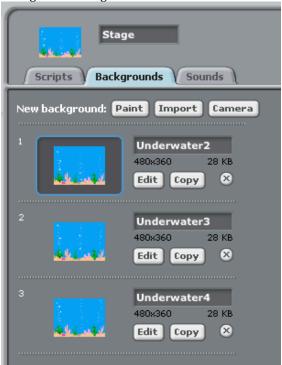
Number of Scripts (Remember to check each Sprite for Scripts):



Number of Sprites:

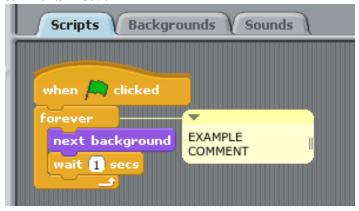


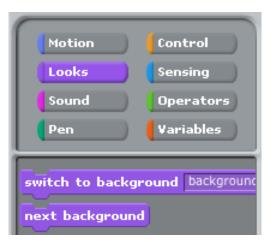
Changes the Background:



Programming Practices

Comments in Code:





How to Check History for Copied Project

Hold down Ctrl+Shift (Command+Shift for Mac), then open the File menu dropdown. Select "Write Project Summary" and save the .txt file.



Open the .txt file and look for "History".

```
Project: 8 DayDream
Author: cremeglace
Scratch: 1.2 (internal of 28-Nov-07)
Notes:
   A short animation.
   Click on the tree and mountains for some interesting effects.
History:
   2007-9-27 19:49:42 save
                                daydream
                                                        Jue
   2007-9-27 22:08:15 save
                                daydream
   2007-9-27 22:11:31 save
                                daydream
   2007-9-28 02:35:55 save
                                daydream
   2007-9-28 02:46:55 save
                                daydream
   2007-9-28 03:14:43 save
                                daydream
                                daydream
   2007-9-28 11:38:19
                        save
   2007-9-28 11:52:52 save
                                daydream
   2007-9-28 12:03:23
                                daydream
                        save
   2007-9-28 12:03:58 save
                                daydream
   2007-9-28 12:19:36
                                daydream
                        save
   2007-9-28 12:35:21
                                daydream
                        save
   2007-9-28 12:37:02
                        save
                                daydream
   2007-9-28 12:44:37
                        save
                                daydream
   2007-9-28 12:46:14
                        save
                                daydream
   2007-9-28 12:49:20
                                daydream
                        save
   2007-9-28 12:54:07
                                daydream
                        save
   2007-9-28 12:56:57 share
                               Day Dream
                                                cremeglace
                                                                Jue
   2007-11-29 13:52:11 save
                                7 DayDream
   2007-11-29 13:52:23 save
                                7 DayDream
   2007-11-29 13:52:54 save
                                7 DayDream
                                7 DayDream
   2007-11-29 13:55:11 save
   2007-11-29 13:55:26 save
                                7 DayDream
```

SCORING EXAMPLES

High Scoring Animation Project

Please view project: http://home.cc.gatech.edu/TeaParty/473

Design (Art/Color): 3pts Use of Sound: 1pts

Sprites: 2pts Engaging: 2pts Originality: 10pts

Uses broadcast and receive: 2pts Uses at least one loop: 1pts

Uses at least one conditional: 1pts

Uses at least one list: Opts
Uses at least one variable: Opts

Uses timer: 1pts

Does some string processing: 0pts

Number of scripts: 3pts Number of sprites: 3pts Changes the background: 1pts

Comments in code: Opts

Scripts are small (5-10 blocks per script): 1pts

Good names for variables: 0pts Good names for messages: 1pts Good project instructions: 0pts

TOTAL: 32pts

Low Scoring Animation Project

Please view project: http://home.cc.gatech.edu/TeaParty/469

Design (Art/Color): 2pts

Use of Sound: 1pts Sprites: 2pts Engaging: 2pts Originality: 10pts

Uses broadcast and receive: 0pts

Uses at least one loop: 1pts

Uses at least one conditional: 0pts

Uses at least one list: Opts
Uses at least one variable: Opts

Uses timer: 0pts

Does some string processing: 0pts

Number of scripts: 2pts Number of sprites: 2pts Changes the background: 1pts

Comments in code: 0pts

Scripts are small (5-10 blocks per script): 0pts

Good names for variables: 0pts Good names for messages: 0pts Good project instructions: 0pts

TOTAL: 23pts

SCORING EXAMPLES (CONT.)

High Scoring Game Project

Please view project: http://home.cc.gatech.edu/TeaParty/567

Design (Art/Color): 3pts Use of Sound: 0pts

Sprites: 2pts Engaging: 2pts Originality: 5pts

Uses broadcast and receive: 2pts Uses at least one loop: 1pts

Uses at least one conditional: 1pts

Uses at least one list: 0pts
Uses at least one variable: 1pts

Uses timer: 1pts

Does some string processing: 0pts

Number of scripts: 3pts Number of sprites: 3pts Changes the background: 1pts

Comments in code: Opts

Scripts are small (5-10 blocks per script): 1pts

Good names for variables: 1pts Good names for messages: 1pts Good project instructions: 1pts

TOTAL: 29pts

Low Scoring Game Project

Please view project: http://home.cc.gatech.edu/TeaParty/576

Design (Art/Color): 1pts Use of Sound: 1pts

Sprites: 2pts Engaging: 1pts Originality: 0pts

Uses broadcast and receive: 0pts

Uses at least one loop: 1pts

Uses at least one conditional: 1pts

Uses at least one list: 0pts Uses at least one variable: 0pts

Uses timer: 0pts

Does some string processing: 0pts

Number of scripts: 3pts Number of sprites: 3pts Changes the background: 0pts

Comments in code: 0pts

Scripts are small (5-10 blocks per script): 0pts

Good names for variables: 0pts Good names for messages: 0pts Good project instructions: 0pts

TOTAL: 13pts