

Independent Activity - 10

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Prepare a 2-level Chrome DINO game!

| Activity | Examples |
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| <p>Create a Chrome DINO game.</p> <p>For beginners, start from the class notes and build a game similar to the game that we made. Use this chance to clearly understand how we can use variables, Broadcasts and cloning to create different effects.</p> <p>To get BONUS points, try adding more challenges to the game, see marking criterion and suggestions from the class notes.</p> <p>Take a look at the examples to get ideas.</p> <p>Enjoy 😊</p> | <p>https://scratch.mit.edu/projects/409188371/</p> <p>https://scratch.mit.edu/projects/409499884/</p> <p>https://scratch.mit.edu/projects/409037645/</p> <p>https://scratch.mit.edu/projects/409134334/</p> <p>CLASS PROJECT</p> <p>https://scratch.mit.edu/projects/408201040/</p> |

Marking Criterion (Max Marks: 12)

| Task | Marks Given |
|--|-------------|
| One HERO sprite that has to walk around the arena | 2 |
| At least one 'hurdle' that keeps coming onto our HERO (like TREE in the class example) every now and then – Use Cloning | 2 |
| At least 2 LEVELs in the game | 2 |
| A clear message is provided to the user when LEVEL 2 starts | 2 |
| At least one 'booster' for the sprite in the second level – like butterfly in our class example. | 2 |
| BONUS: You can add more features to this game. For example, the hurdles/booster sprites can move in different directions, some surprise elements, MUSIC/effects, Levels (See class notes and examples) | 2 |
| PENALTY: Late Submission (Per Day) | -1 |
| PENALTY: Project not shared on SCRATCH | -1 |

Common Problems

| Problem | Remedy |
|--------------------------------------|--|
| Game keeps getting slower and slower | Remember to DELETE the clones. |
| Code gets very hard to debug | Build up the game slowly and add features one-by-one. |
| Clone does not show up at all | Try Re-sizing. Also ensure that the CLONE is not totally at the corner when the game starts. |
| | |

Enjoy!

- * Remember to submit your project in time!