

Independent Activity - 10

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Prepare a 2-level Chrome DINO game!

Activity	Examples
<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/ https://scratch.mit.edu/projects/409499884/ https://scratch.mit.edu/projects/409037645/ https://scratch.mit.edu/projects/409134334/</p> <p><u>CLASS PROJECT</u></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!