Independent Activity – 14 (Memory Game)

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Create a 'Memory' game

Activity	Examples
Create a version of the 'Memory' game. Use concepts of lists to store something. Then ask the user some questions/inputs to see how well can the user remember what had happened earlier. Be creative, use your imagination, but also focus on using lists creatively.	https://scratch.mit.edu/projects/22329985/editor/ https://scratch.mit.edu/projects/30589418/editor/ https://scratch.mit.edu/projects/1617268/editor/ https://scratch.mit.edu/projects/245749509/editor/
	Class Project: https://scratch.mit.edu/projects/416672285/

Please see SLIDE number 4 for a step-by-step guidance on how you should approach this activity. Be systematic. Be creative. Enjoy the process.

www.scratchcourse.wordpress.com

WIBYTE

Marking Criterion (Max Marks: 12)

Task	Marks Given
Multiple costumes created for the background sprite	2
A background created using cloning/otherwise	2
Lists to store the location and names of the background sprites' costumes	2
List to store the places that the HERO sprite visited	2
At least three different <u>types</u> of questions that test how well the user remembers the sequence of events (use different list functions)	2
Bonus: Variations of this game where the user is expected to remember an entire sequence , sprites are placed in a 2-D grid, or the complexity of the game keeps increasing as the game progresses, randomness in placement etc	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

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Step by Step Approach

Step 0

Revise the key concepts :

List operations (add/delete/item/item#), broadcast, cloning

Step 1

Pick a HERO sprite

Pick a background Sprite

Create multiple costumes for the background sprite

Step 2

create the background. (Use cloning if needed)

Place sprites in a row/column/diagonal/grid

*Do not go to the next step unless the present step is clear.
At every step, ask yourself, what can I do differently?*

Step 5

Ask questions from the list that hero sprite has created. Use different list functions to create challenging questions.
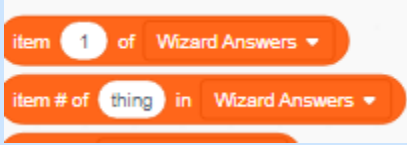
Step 4

Make the HERO go to the background sprites. Populate a list of all the positions that the hero sprite visited.

Step 3

Create and populate lists to store the names (e.g. costume numbers) and locations (x,y coordinates).

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Common Problems

Problem	Remedy
Confusion about these two blocks item ❨1❩ of Wizard Answers ▾ item # of ❨thing❩ in Wizard Answers ▾	The top block returns the 'VALUE' of what the list has. The bottom block returns the 'INDEX' of the 'thing'.

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Enjoy!

* Remember to submit your project in time!

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