

**Assessment Checklist 2021**

NAME:

1. **Shapes Task**

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|  | Have you saved as **Surname\_Firstname\_Shapes** (Please ensure you name your files correctly)**?** |
|  | Do you have **Three** different shapes: Square, Triangle, and Polygon (6 sides)**?** |
|  | Does each shape get **automatically drawn** when a specific key is pressed (Keys: S, T, P)**?** |
|  | Is the screen **cleared** when the ‘C’ key is pressed**?** |
|  | Are **Colours** and **Line thicknesses** easily different for each shape**?** |
|  | Does the **Triangle** points upwards**?** |
|  | Does the **name** of each shape appear next to it, after it has been drawn**?** |
|  | Does your sprite **return to its starting point** automatically**?** |
|  | Are your Shapes drawn neatly (not crossing over each other)**?** |
|  | Do the main sprite and background follow a **theme?** |
|  | Extra: Describe what extra things you did here i.e. ***Displayed instructions to user on backdrop*** |

1. **Animated Name Task**

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| --- | --- |
|  | Have you saved your file as **Surname\_Firstname\_Animated\_Name?** |
|  | Do all letters **do something** when clicked**?** |
|  | Do you have letters that **move?** |
|  | Do you have letters that play a **sound?** |
|  | Do you have letters that change **size?** |
|  | Do you have a suitable **background/theme?** |
|  | Extra: What did you add**?** |

1. **Pong Game Task**

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| --- | --- |
|  | Saved as **Firstname\_Surname\_Pong?** |
|  | Does a suitable-sized ball **sprite** move around the screen and bounce off the walls**?** |
|  | Do you have a moveable **paddle** that deflects the ball**?** |
|  | Do you have a **sound effect** when the ball bounces**?** |
|  | Can the **Score board** be reset**?** |
|  | Does the game **finish** if the object hits the floor**?** |
|  | Do the main sprites and backdrop follow a **theme?** |
|  | Is the game fully **functional?** |
|  | Have you adjusted **Angles** and **Speed** to improve gameplay**?** |
|  | Extra: What have you added**?** |

1. **Maze Task**

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| --- | --- |
|  | Have you named your file **Surname\_Firstname\_Maze**? |
|  | Does your Sprite **move in the correct direction** using the arrow keys**?** |
|  | Does the sprite **Costume change** when the direction changes**?** |
|  | Does your Sprite “**bump off**” the walls by recognising colour**?** |
|  | Does your **Timer** (seconds) automatically start at the beginning of the game**?** |
|  | Does the Sprite make an **appropriate sound** when it hits the wall**?** |
|  | Does your game (including timer) **end** when your character reaches the exit**?** |
|  | Extra: e.g. Adding a start and/or end screen |

1. **Virtual Pet Task**

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| --- | --- |
|  | Have you named it **Surname\_Firstname\_Virtual\_Pet?** |
|  | Does your Pet Sprite animal have more than one **costume?** |
|  | Does the **background** match the animal’s usual or natural environment**?** |
|  | Does your Pet make a **sound/greeting** when sprite is clicked**?** |
|  | Does your Pet **switch costumes** as it moves**?** |
|  | Does the Food sprite **move in front** of your Pet when clicked**?** |
|  | Do you have an **eating sound** playing when the Pet reaches the Food (Sound may be newly recorded or chosen from the library)**?** |
|  | Does your Pet return to its **starting point** at the end of each move**?** |
|  | Have you created **Variables** for Hungry, Thirsty, Sleepy and Bored**?** |
|  | Extra: Did you add any**?** |

1. **Impact Game**

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| --- | --- |
|  | Saved as **Surname\_Firstname\_Impact Game?** |
|  | Do you have **Instructions** displayed before the game starts explaining how to play it**?** |
|  | Does your Game address a specific **important issue?** |
|  | Does your Background, sprites and sounds follow a **theme?** |
|  | Does your Game have a **suitable ending?** |

1. **Reflection Task**

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| --- | --- |
|  | Have you named it **Surname\_Firstname\_Reflection?** |
|  | Answer all the questions. Be as detailed as possible and give examples where appropriate. |