

CS39N Project 1 Spec

Important Dates

- Project Released: Wednesday 9/16/2009
- Informal Project Proposal Due: Monday 9/21/2009
- Project Meeting: Wednesday: 9/23/2009
- Project Spec Due: Monday 9/28/2009
- Project Check Point: Wednesday 10/7/2009
- Project Due: Monday 10/19/2009

About This Project

In this project we want you to make something in Scratch that you think would be cool. This project should be a lot of fun! Some exciting ideas you might find interesting are games, music, or animations, but there is a lot of flexibility. Hopefully in the process you will practice the skills that you have learned in the labs and homework thus far. One of the big challenges is that unlike the homework and labs you'll be working on one project for a few weeks! To aid you in picking a project that is about the right size you will turn in an informal project proposal on Monday 9/21/2009. During lab on Wednesday 9/23/2009 you and your partner will talk with a member of the course staff to get feedback.

To get started:

- Find a partner
- Go onto the Scratch website and see some examples of some small and large projects. Some links are at the end of this document.
- Brainstorm a few ideas for a project
- For a project idea that seems really hard - play around to see how you could do it in Scratch.

Informal Project Proposal

Due: Monday 9/21/2009

The Informal Project Proposal should include:

- The names of the project team members
- A paragraph describing at least one project. You might want to include a few ideas and a member of course staff can help you pick the best option.

The more detail you provide in the Informal Project Proposal the better the feedback you will get.

Keep in mind that for your project, there are not going to be guidelines and hints like in the labs. It will take some time to learn how to figure out the specific steps you need to take to implement a grand idea that is still in your head. It might not be as easy as you think! Spend some time on this informal proposal, since the feedback will help you get a feel for the feasibility of your idea.

Project Spec

Due: Monday 9/28/2009

The Project Spec should include:

- The names of the project team members
- A paragraph overview of the planned project

- A description of what you have already completed
- An order list of tasks with time estimates for each (Approximately 10-15 tasks)
 - Each task should have a brief description
- A paragraph about how you plan to design the project. What sprites? What new blocks if any?
- A description of which tasks will be accomplished by the checkpoint on Wednesday 10/7/2009
 - Your checkpoint should be as concrete as possible.
 - Keep in mind you will have only a little over a week to finish the project afterward, so you should be ~75% done.
- We recommend that you do all of the project as a pair, however if you plan to split up any of the work, please describe your plan and rationale for not using exclusively pair programming.

Check Point

Due: Wednesday 10/7/2009

The requirements for your team's checkpoint are based upon your Project Spec document. Basically, you create your own points that you are going to be graded on for the checkpoint, and include it in your Project Spec.

Project Requirements

The big idea for the project is to practice some of the techniques you learned in lab. To that end we have made general guidelines about the content and complexity of your project.

Technical Requirements:

Your project must include :

- A clear way to start the action/game/project
- At least 4 Broadcast/Receive pair
- At least 1 way to start the action
- At least 1 variable
- At least 1 if or if/else statement
- At least 1 sound
- At least one of the green operator pieces
- At least 1 sensing piece

Your project must include at least one of the following (pick at least one):

- The ask block
- A list
- A block of your own creation (using the BYOB version of Scratch)

Grading

60 Points Total

- 2 points - Informal Project Proposal
- 2 points - Project Meeting
- 10 points - Project Spec
- 6 points - Project Check Point
- 20 points - for completing the planned scope of the project
- 10 points - for the style used in your project
- 10 points - for meeting the Technical Requirements

Links to Sample Projects from the MIT Scratch website

Simple:

<http://scratch.mit.edu/projects/hippiegirl/497628> (but probably good to look at for basic ideas on making a game)

<http://scratch.mit.edu/projects/taco/329214>

<http://scratch.mit.edu/projects/herey/594058>

<http://scratch.mit.edu/projects/filo5/561786>

<http://scratch.mit.edu/projects/Comcastc99/88431>

<http://scratch.mit.edu/projects/kgordon/544638>

Ambitious:

<http://scratch.mit.edu/projects/Comcastc99/366076>

<http://scratch.mit.edu/projects/DrSuper/599528>

<http://scratch.mit.edu/projects/wwjd3/411036>

FAQ

Q: Can we use code found on the Scratch website?

A: We want all of the code used in your project to be code that you have written. Please do not use any code downloaded from the Scratch website. However, if you wrote code during your lab or homework that you would like to use (even if you wrote it with a different partner) you are welcome to use it.

Q: Can I work individually?

A: No.

Q: Can I work in a group of 3?

A: Yes.