Success Criteria for Programming

Do you have the following?

Basic Elements

- A splash screen with instructions

- A moveable character or sprite

- A points system that uses variables

- At least two levels

- An annotated script

Game Elements

- Use of at least one IF/THEN programming clause

- Use of at least one variable for scoring

- Use of at least three backgrounds

- Use of at least two sprites

- Use of at least one costume change

Communication Elements

- Clear description of how to play the game

- Constructive criticism of at least two other games

- Elements of the media triangle used to attract consumers to buy your maze

These may include, but are not limited to

  - Titles

  - pictures

  - size

  - age recommendation

  - price

  - bar code