

Name:

Date

## Scratch Project – Independent Project

Plan & create your own Scratch project to demonstrate your knowledge of the tools we've learned about so far.

### Design Specifications:

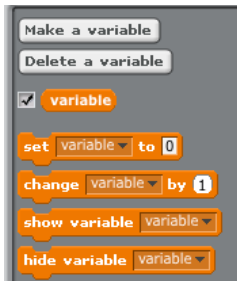
1. **Sprites:** Your project must include at least 2 sprites. You may use ones in scratch or create your own.
2. **Costumes:** At least one of the sprites you use must have at least 3 costumes that appear throughout the project.
3. **Stage:** You must use a stage. It may be drawn by hand or imported.
4. **Motion:** At least one of the sprites must move at some point in the project, using the (x,y) coordinate system to direct its motion.
5. **Loops:** Your project must use at least one loop, created using one of the blocks shown below.



6. **Broadcasting & Receiving Messages:** The stage or one of the sprites must broadcast at least one message, which must be received by another object, causing it to do something. Use the following blocks to do this.



7. **Variables:** You must use a variable to create a switch that turns on or off when the variable reaches a certain number, causing something to happen.



8. **Story/Experience:** Your project should use all these pieces to tell a story or provide a meaningful experience for the user. It should be creative and fun.

## Project Design

**Summary:** What is the overall purpose of the program, story that it tells, or experience that it provides? Describe what you will make in 1-3 sentences.

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**Sketch:** Draw and label a sketch of what the user will experience while interacting with your game/story/animation. Make sure you fill in the check list.

<b>Sketch</b>	<b>Write how you will include the following design specifications:</b>
	Sprites:
	Costumes:
	Stage:
	Motion:
	Loops:
	Broadcasting:
	Variables: