

Team Project #1

The goal of the team project is to create a project in BYOB Scratch composed of constructs (sequence, decision, and loop structures, broadcasts, custom blocks, variables, etc) discussed in the class. The program can do anything desired; however, it must meet the following requirements:

- It must run for 2 minutes OR if the user controls the program (like a game), the program must contain at least four levels.
- Five of the following concepts we've already learned must be included in the program:
 - Broadcasts
 - Sequence structure
 - Decision structure
 - Loop structure
 - Relational or comparison operators
 - Logical operators
 - Variables
 - Custom blocks
 - Multiple backgrounds
- The program should express your creativity and be something unique (don't copy an existing app or game – we know where to find them!).

Teams should be composed of 2-4 people and each person should contribute equally. At the conclusion of the project, each member of the team will describe what he/she did and will grade themselves and the other member(s) of the team.

Projects will be submitted on October 10th, and each team will present their completed project to the class on October 10th and 12th.

The first deliverable for the team assignment is a simple Word (or comparable program) document listing the members of the team and your project idea.

Grading for the project consists of the following:

Component	Percentage
Team assignment #1: team list and project idea	5%
Five constructs	40%
Proper length	30%
Creativity	15%
Team grading	5%
Presentation	5%