Lesson 3 Checklist – Click Ball Name/s: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |
| --- | --- |
| /4 | All resources have proper names. |
| /1 | Unused resources have been deleted. |
|  | Basic game build has all required elements: |
| /6 | 3 play levels with correct backgrounds |
| /3 | title screen with instructions and buttons |
| /3 | ending screen with a message and buttons |
| /2 | levels 2 and 3 have additional wall blocks for higher difficulty |
| /3 | ball speed of 10, cheat codes to help with testing (space bar to stop, \*enter to start) |
|  |  |
| /2 | cash register sound when player clicks ball |
| /1 | 1 point scored each time ball is clicked |
| /6 | victory conditions to advance through levels |
| /1 | Score resets upon restarting the game |
|  | Extra requirements |
| /1 | \* Rename all rooms according to level |
| /2 | \*sound plays when ball hits wall |
| /2 | \*2nd ball with all necessary programming (collisions, sounds, scoring, victory conditions) |
| /2 | \*enemy object that ends the game when clicked (takes you to end screen) |
| /1 | \*Score resets on enemy object |
| /5 | Bonus Marks - Going above and beyond the requirements |

/40

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