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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