Planning Your Project

Due October 31st, 2016

Total Point Value 50

Fill in this document and e-mail it to macdonka@nbed.nb.ca

Subject Line: CS110 Design Document.

The sketches can be enlarged or drawn by hand. This part should be completed by Tuesday at the latest.

Project Pitch By (Your Name):

What were your favorite projects that you saw on Scratch website?

What type of project did you enjoy making?

 What kinds of projects are you interested in creating next?

Describe your project

What kind of project would you like to create?

List the steps needed to create your project.

Resources

What resources do you have? (People, hardware e.g mic, Previous Projects)

What resources might you need to develop your project?

Sketches

|  |  |
| --- | --- |
|  |  |
| What’s Happening? What are the important elements? Page 1What should you first page include?Name of Project, Description of Project, Name of Designer, Date, Instructions on how game works | What’s Happening? What are the important elements? Page 2Level 1 of the game? First Background |

|  |  |
| --- | --- |
|  |  |
| What’s Happening? What are the important elements? Page 3Level 2 of the game, another backdrop? | What’s Happening? What are the important elements? Page 4End of Game screen – Total Points?Can have more than 4 screens… just copy and paste table to add more. |

Design Process and Timeline

What will you be working on Day 1? Create design document. Plan out project. Who is your audience? Create a timeline. Look at similar projects. Clarify what your project should do. Is it interactive? Original?

Day 2? Find Backdrops? Find Sprites? Create Sprites? Find Sound? Create Sound?

Day 3? What scripts will you need to code?

Day 4? Debug. Does it do what is expected? Get another student to give feedback. Make an changes.

Day 5? Finish up. Reflect on your project. Answer the questions – What is your projects purpose? How does it work? How did you come up with the idea?

What was the process for developing your project? Was your timeline accurate? What was interesting, challenging and surprising about the project? Why? What did you learn about scratch? Yourself?

What are you most proud of about your project? What would you change in version 2?

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Additional resources can be found at : <http://scratched.gse.harvard.edu/>

<http://Scratch.mit.edu>