Intro to Programming Mod 4 Lesson 1 and 2 Self/Peer Eval Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Mod 4 Lesson 1: Initial all of the parts the game has successfully implemented

 Self Peer Smith

 \_\_\_\_ \_\_\_\_ \_\_\_\_ Two or more characters

\_\_\_\_ \_\_\_\_ \_\_\_\_ One or more background

\_\_\_\_ \_\_\_\_ \_\_\_\_ Good guy moves using arrows: Up, down, left, right

\_\_\_\_ \_\_\_\_ \_\_\_\_ ‘Ouch’ Good guy when hitting bad guy

\_\_\_\_ \_\_\_\_ \_\_\_\_ ‘Fish eye’ or other effect when good guy hits bad guy

\_\_\_\_ \_\_\_\_ \_\_\_\_ Project demonstrates ‘best effort’

\_\_\_\_ \_\_\_\_ \_\_\_\_ Extensions

 Costume change when sprites change direction

 Extra move keys for good guy.

 More realistic moves for bad guy.

Mod 4 Lesson 2: Initial all of the parts the game has successfully implemented

 Self Peer Smith

 \_\_\_\_ \_\_\_\_ \_\_\_\_ Lives variable that goes down when good guy hits bad guy

\_\_\_\_ \_\_\_\_ \_\_\_\_ Game over changes: Screen background, sprites disappear

\_\_\_\_ \_\_\_\_ \_\_\_\_ Game reset when green flag is hit: Background, lives, sprites

\_\_\_\_ \_\_\_\_ \_\_\_\_ List of random comments when good guy hits bad guy

\_\_\_\_ \_\_\_\_ \_\_\_\_ Project demonstrates ‘best effort’

\_\_\_\_ \_\_\_\_ \_\_\_\_ Extensions

 Scoring system and way to win or lose the game

 Game levels

 List of comments from bad guy.