

2019 STAVE Programming League Project Scoring Sheet

Project Presentation

CATEGORY	8 Points	13 Points	21 Points
Presentation Flow	It was unclear	It was somewhat clear	It was very clear
Demo Effectiveness	I was bored	I was intrigued	I was excited
Creativity	Could be improved	Some creative aspects	Very creative

Overall Quality of Project

CATEGORY	8 Points	13 Points	21 Points
Programming Quality	The game crashed	Worked but had bugs	Ran smoothly
Graphics Quality	Mismatched	Moderate graphics	Artistic, creative, polished
Creativity	Have seen this before	Some creative aspects	Very creative or remastered

Primary Goals (8 points each)

GOAL	DESCRIPTION	X
Player can fly	The user controls the player by pressing one button	
Walls	Deadly hazards that move towards the player that the player navigates around	

Secondary Goals

GOAL	DESCRIPTION	MAX PTS	SCORE
Main Menu	Main menu screen where you start the game	5	
Help Screen	A screen to show the player controls and information about the game	5	
End Game Screen	A display screen appears after the player dies	5	
Restart Button	Allow the player to play again without having to click the green flag	3	
Scrolling Background	Add a graphic that scrolls behind the player to show movement	13	
Music	Theme music that enhances the game experience	5	
Player Animation	Add running, flying, and falling animations to the player's character	8	
Score	Add a display counter which determines how well the player is doing	2	
High Score	Keep track of the highest score for the player to try to beat	2	
Rockets	Hazards that warns the player and then flies in quickly towards them	8	
Increasing Difficulty	As the player progresses through the game, the challenge increases	8	
Spinning Walls	Just like walls, except that they spin for added difficulty	5	
Power-Ups	Add rare items the player can collect for a temporary ability (shield, coin/point bonus, boost, etc...). Must add at least 2 power-ups	13	
Coins	Collectible items used as a score or for a store currency	5	
Store	Player can use their coins to purchase different looks for the character	21	
Gravity	Add a way for the gravity to flip on the player to increase the difficulty	8	
Time Warp	Add a way for game time to slow down (slow-motion)	13	
Gadgets	Add gadgets the player can use to enhance the character's abilities	21	
Easter Egg	Add something unique to your game not listed here!	8	

Total Score _____ / 300

SPARK Programming League Overview

Your Team - Maximum 4 team members. You may add team members until July 27th.

Parent Coach - You are the Scrum Master for the team of young, budding developers (Look up “Scrum Master” on Google). Scrum Masters mentor and advise, but never touch the keyboard!

Students - You are the developers. Work together to develop new code and art for your original game. Test your code and finalize the project for the presentation.

Schedule of Events (all events at ServiceNow, 4810 Eastgate Mall)

July 20 @ 1 - 3 PM - Kickoff Event

Aug 17 @ 9 AM - 2 PM - Tournament

- Project presentations
- Hackathon
- Lunch / Prize awards

Rules

- You may use code from other projects for up to 3 of your goals, but must give credit for where you found it in your project notes.
- You do not need to “share” your project until the tournament (but you will need to then).

Presentation

- Presentations will be 8 minutes long and made to the other teams and judging panel
- All students and only students must participate and speak during the presentation
- Only the parts of the game shown will be scored
- Props and other visual presentation materials are permitted
- Students should attempt to “sell” the game to a team of investors

Hackathon

- Students will develop stories from a backlog with different amounts of points
- Easier stories may take less time but will be worth less points
- Students must combine all work into one project for submission
- Teams will present their stories and show what they programmed
- Teams will be scored by how many points the completed stories are worth

Questions? Contact events@sparkprogramming.org

Note to the Developers

Key tips for making a better game

Be creative

We love seeing the awesome programming and artistic choices student programmers make each year. Do not limit yourself to the requirements of the list. The Secondary Goal list is there to give you a general idea of what we would like to see, but the details are open to interpretation. Each item may list something specific, but what you end up making can be far from it. Whatever it is, feel free to let it be your creation so you can stand out from the crowd!

Organize

Before you start coding, it is a great idea to sit down with all the team members present and have a brainstorming session. Give yourselves time to come up with truly creative ideas for your game to stand out from the crowd of the tournament. Pick from the Secondary Goals list what is more important for your team to finish and avoid what is not so important so you do not waste time. Start with a few goals and work up to the more difficult ones.

Delegate

Some team members might end up being better at a certain aspect of the game's development. In the past, successful projects were made by teams with dedicated lead artistic designers and lead inventive programmers. With this strategy, the projects tend to be more consistent in both quality and style.

Developing as a team

It is recommended that, after deciding upon a team name, the team creates a new Scratch account to save all the programming and artwork you will be creating. There are quirks to this, however. If two programmers are writing code for the same project at one time while online, the files could overwrite and you will lose your progress. To avoid this, develop in separate projects on the team account and then "backpack" your sprites and code into a master project to present later. Leave a week or so in the developing to do this and make sure all the code is working together (bug fixing).

Presentation

In the last week or two of your project's development, you should be putting together your presentation. Be prepared with at least a general idea of who will show off what parts of the game and in what order you will add to the presentation. In order to score the full amount of points from each judge, you must demonstrate each game element. It is recommended that the team practices the presentation many times until it becomes smooth. If there is a particular game element you need to show off but comes later in the game, it could be useful to add a shortcut in the code to show it quickly. Overall, the idea is that you are "selling" your game to investors (or judges), so try to wow them as well as the audience!

Good luck!