THE AMAZING MAZE !

Lesson1 Demo **Spicy Demo** • PseudoCode • Layout • Controllers *Spicy* Respawn	Pseudocode Student Handout	Layout video	TeacherSlides	Student Page Teacher Page
Lesson2 Demo **Spicy Demo** • If touching wall • If touching exit *Spicy* Broadcast Celebrations	Student Handout	Color Picker video Next Level video	TeacherSlides	Student Page Teacher Page
Lesson3 Demo **Spicy Demo** • Pick up treasure • Add variable Counter *Spicy* Add Timer	Student Handout	Variable video	TeacherSlides	Student Page Teacher Page
Lesson4 Demo **Spicy Demo** • Add a Villian, • Add a timer • Other - have fun!	Student HandStudent: 4.4out	Timer video		Student Page Teacher Page
Lesson5 Students Choice: • Start and End Screen • Add extra Levels				

Rubric on page2

Choices:

Day1: Maze layout choice. Type of controls you use.
Day2: Return to start, or bounce back when you hit a wall. Animation or new backdrop using broadcast at end
Day3: What treasures to pick up. Naming variables.
Day4: Who your villain is, what extra things you add.
Day5: Level Up. Your choice in second level sprites and backdrop.

Maze Game 1-4	**No (0)**	**Almost (1)**	**Yes! (2)**
Title of Assignment			
Basic Requirements ● write *pseudocode* for maze project ● create maze backdrop: using contrasting colors for walls and path. ● move sprite, (up, down, left, right) using arrow or WASD keys. ● hero sprite reacts, if it touches a wall ● end sprite reacts, if hero touches it. ● green flag clicked, resets game. ● 5+ treasures to collect. ● when hero sprite touches treasure, they disappear **Extra** ● add variable to count collected treasure ● increment variable each time hero sprite collects a treasure ● Reset variable at the start of the game			
Collaboration *Students work with partners to develop, test and refine their Maze Games*			
Standards/concept : 2-AP-10: Use **Pseudocode** 2-AP-12: **Loops** and **Conditions** 2-AP-13: **Decompose** problems into parts 2-AP-17: **Test** and refine programs using a range of test cases. Understanding of standards: ● Why is it useful to write Pseudocode before you code? ● Why did you put the conditional if statement inside a forever loop? ● Is there more than one way to write code for interactive controls? ● Is there more than one way to build the backdrop? ● If you duplicate a treasure sprite, does it also duplicate the sprite code?			