SCRATCH GAME DEVELOPMENT FINAL PROJECT

Name: _____ Grade & Sec: _____ Period: _____ Date: _____

Daily Progress Report: Scratch Game Development

GAME DEVELOPMENT LEVEL 2: "MY SCRATCH DREAM GAME"	
Project Overview	*"My Scratch Dream Game"* combines project-based and problem-based learning approaches to engage students in designing and programming their dream game using Scratch. Through hands-on coding and collaborative problem-solving, students will conceptualize and develop a game that reflects their creativity while addressing real-world challenges in game development, such as creating user-friendly mechanics and debugging errors. This activity integrates programming concepts, logical thinking, and creativity to foster holistic learning.
Project Description	Students will step into the role of game developers tasked with creating an interactive game on Scratch. Using project-based learning, they will design their game concept, plan its structure, and implement the code to bring it to life. The problem-based approach will guide students to address challenges they encounter during development, such as ensuring balanced gameplay, incorporating engaging features, and debugging. Throughout the activity, students will use collaboration, creativity, and computational thinking to create a functional and innovative game, which they will present and share with peers.
Problem Scenario	A game design company has recruited you to create a brand-new game that is both fun and educational for kids your age. The company emphasizes creativity, inclusivity, and engaging gameplay. However, there are challenges: • You must work within the coding limitations of Scratch. • Your game needs to stand out with unique mechanics, clear goals, and a polished design. • You must test and fix any bugs before the release. **Challenge:** How can you overcome these problems and design a game that meets all the requirements while delivering a fun and seamless experience for players?
Project Goal	The goal is to design, code, and showcase a playable Scratch game that showcases technical programming skills, creative thinking, and problem-solving abilities, all while tackling the challenges encountered during the development process.
Objectives	By the end of the activity, students will: 1. **Brainstorm and Plan:** Identify a theme or concept for their game and create a plan outlining its objectives, mechanics, and design. 2. **Apply Programming Skills:** Use Scratch to develop their game, applying loops, conditionals, variables, events, and animations. 3. **Solve Problems:** Address challenges related to game balance, interactivity, and functionality by testing and debugging their game. 4. **Enhance Creativity:** Incorporate engaging visual, audio, and storytelling elements into their game design. 5. **Collaborate:** Work in pairs or small groups to share ideas, provide feedback, and improve their project. 6. **Reflect and Present:** Showcase their game to the class, explaining their creative process, challenges faced, and how they solved them.
Learning Competencies	This activity allows students to experience the game

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<table>
<tr><td></td><td>development process while developing essential coding, critical thinking, and teamwork skills. Applying the acquired skills in ICT-SCRATCH Programming Modules 1 to 10.</td></tr>
<tr><td>Timeline of Activities</td><td>Date Started: December 9, 2024
Date Finished: January 31, 2025
(see learners' progress report form below for the timeline of activities.)

<table>
<tr><th>DATE</th><th>ACTIVITY</th></tr>
<tr><td>Dec 9, 2024</td><td>Project Kick-Off: Explain the project overview, objectives, and timeline. Brainstorm ideas for games.</td></tr>
<tr><td>WEEK 1: December 10-16, 2024

OUTPUTS: Game Development Plan and Progress Report</td><td>Game Planning: Research chosen themes, select game genres, develop game concepts, and create a storyboard. Create a detailed plan for the game, including sketches and descriptions of mechanics.</td></tr>
<tr><td>WEEK 2: December 16-20, 2024

OUTPUTS: Game characters, sprites, backgrounds, buttons, controls, game mechanics, and instructions.</td><td>Scratch Development (Part 1): Develop sprites, backgrounds, and initial gameplay elements. Focus on basic movement and interactions.</td></tr>
<tr><td>WEEK 3: January 2-10, 2025

OUTPUTS: Game COding and Prototyping</td><td>Scratch Development (Part 2) Coding and Prototyping: Implement game mechanics (points system, challenges, levels) and enhance gameplay.</td></tr>
<tr><td>WEEK 4: January 13-17, 2025

OUTPUTS: Game Testers Evaluation for Alpha Testing</td><td>Testing and Debugging: Test for functionality, receive peer feedback, and make necessary improvements.</td></tr>
<tr><td>WEEK 5: January 20-24, 2025

OUTPUTS: Game Testers Evaluation for Beta Testing</td><td>Final Touches: Refine visuals, audio, and final game elements. Prepare presentation.</td></tr>
<tr><td>WEEK 6: January 27-31, 2025

OUTPUTS: Actual Scratch Game Output and Accomplished Reflection Form.</td><td>Presentation and Reflection: Present final games to the class, explaining inspiration and game mechanics.</td></tr>
</table></td></tr>
<tr><td>Person's Involved:</td><td>MS. ESPERANZA R. SABANGAN - ICT Teacher
• 3 Game Alpha Testers: students from another class or your classmates
• 3 Game Beta Testers: students from another class or your classmates</td></tr>
<tr><td>Project Rubric:</td><td>(Please see attached rubric.)</td></tr>
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Duration (Time Allotment)	Task/s to Work On	Things Accomplished

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<tr>
<td>Day 1: Project Kick-Off

December 9, 2024
Session 1</td>
<td>
• Project Launch
• Scratch Exploration: Knowing the tools and its functions appropriate for game project development
• Scratch Game Project Activity Kick-off

• Project Planning
• Game Theme and Looks
• Game Project Interface
• Game Backdrops
<table>
<tr><th>TASK/S</th><th>DONE</th><th>NOT DONE</th></tr>
<tr><td>1. Game Development Plan</td><td>☐</td><td>☐</td></tr>
<tr><td>2. Game Interface</td><td>☐</td><td>☐</td></tr>
<tr><td>3. Game Backdrops</td><td>☐</td><td>☐</td></tr>
<tr><td>4. Game Levels</td><td>☐</td><td>☐</td></tr>
<tr><td>5. Game Buttons</td><td>☐</td><td>☐</td></tr>
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<td>WEEK-1: Project Game Planning

December 10-16, 2024</td>
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• Scratch Project: Game Planning
• Game Character/s Creation
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<td>WEEK-2: Project Game Planning

December 16-20, 2024</td>
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• Scratch Game Project Development
• Scratch Program Coding
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<td>WEEK 3: Scratch Game Development Coding Part 1

January 2-10, 2025</td>
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• Scratch Game Project Development
• Scratch Program Coding
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<td>WEEK 4: Scratch Game Development Coding Part 2

January 13-17, 2025</td>
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• Scratch Game Project Development
• Scratch Program Coding
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<td>WEEK 5: Scratch Game Development Testing and Debugging

January 20-24, 2025</td>
<td>
• Scratch Game Project Development
• Program Code Polishing/Debugging

• Scratch Game Project Evaluation
• Game Alpha Testing
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<td>WEEK 6: Scratch Game Development Final Testing and Debugging

January 27-31, 2025</td>
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• Scratch Game Project Development
• Program Code Final Polishing/Debugging

• Scratch Game Project Evaluation
• Game Alpha Testing
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<td>WEEK 6: Scratch Game Development Presentation and Reflection

January 27-31, 2025</td>
<td>
• Scratch Game Project Evaluation
  • Presentation of Output Beta Testing
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MS. ESPERANZA R. SABANGAN

G7 ICT Teacher