

Coding - Broadcasting

Grade Sheet - Student's Plays & Programs (75 pts.)

Grade Sheet Play

1. A minimum of 4 actors in the play.	5 pts.
2. A minimum of 4 scenes occur in the play. The first must be an introduction.	5 pts.
3. A minimum of 4 conversational exchanges took place in each scene between at least 2 actors <i>(not including the Introduction)</i> .	5 pts.
4. Each actor had at least 1 prop or costume per scene.	5 pts.
5. There should be a director that broadcasts each scene.	5 pts.
6. Each play should have a background artist that quickly draws the background for each scene.	5 pts.

Grade Sheet Program

1. A minimum of 4 actors in the play.	5 pts.
2. A minimum of 4 scenes occur in the play. The first must be an introduction.	5 pts.
3. A minimum of 4 conversational exchanges took place in each scene between at least 2 actors <i>(not including the Introduction)</i> .	5 pts.
4. Your program must have a minimum of 3 functioning "Broadcasts"! <ul style="list-style-type: none"> • Each Broadcast must be received by a "Backdrop" in which the backdrop changes to a new backdrop. • The change in backdrop then must trigger a scene to begin in one of the Sprites that are in the Scene being viewed. • When the Scene ends, the program should return to the Primary Sprite in which eventually the next "Broadcast" will take place...and so on, and so on. 	15 pts.
<i>Note: Watch the Model, "Darth Gets A Job" to see how this coding is done!</i>	15 pts.
5. The program has a perfect flow taking place between all the actor's conversations . In other words, there should not be overlaps or long gaps between dialogue boxes. <i>(Timing!)</i>	15pts.

Helpful Hint:

Start by importing all your Sprites and Backdrops into your program. Then begin the process of "Hide" or "Show" them dependent upon the Sprite and the scene. Take a look at the script in the "Darth Vader Play" that has been shared with you.

