Scratch Assignment 1: Trash Talk

Save a new file called TrashTalk into your Scratch Projects folder.

You are to create a scene that lasts 30-60 seconds.  At least half of this time must be spent in conversation between at least 2 sprites (4 will be needed for top marks).  For the theme of the scene you have several options:

* two characters are trash talking about a subject of your choice
* a magician is talking to an audience member or assistant
* a patient has an appointment with a crazy doctor
* a scene from a famous movie
* two band members singing your favourite song
* if that game character could say what he was really feeling...
* or any other similar conversation

Need a sound effect? Check out http://findsounds.com … examples in English

To get up to 90%, your scratch program must include at a minimum:

* A timer (we will set this up together)
* One appropriate background
* Three sprites: Two people or character sprites, plus one additional ‘thing’ sprite
* Optional - import a background for your stage that you save from the internet (you must save the picture first, then import it under the Stage’s background tab)

In addition to the above basic requirements, the following must occur:

* Your sprites must have customized names
* Your **characters must move** at least a little bit during their conversation. This could (but does not need to) include an animation.

When the conversation is over, something should happen with the additional ‘thing’ sprite.  This could be related to the conversation (eg. a basketball is thrown) or unrelated (a bird flies past). *Hint:* *You can use timing or broadcasts to start this event.*

Last 10%

To get better than 90%, your project must

* last between 45 and 60+ seconds
* include a second scene in which a new background
* and a third character (a fourth sprite) is introduced

Evaluation

Basic Requirements                                                                                 80%

Good Coding (**naming sprites**, keeping script area organized, appropriate content)         10%

Additional Scene & 4th Character                                                                 10%

Example marking

3 sprites: 3/3

30+ seconds: 3/3

Movement: 1/1

All sprites named: 0/1

4 or more sprites: 1/1

2 or more scenes: 0/1

Total: 8/10