CodeX Remix Task

MISSION 4: DISPLAY GAMES	PROJECT: Display Game v.2	# HOURS: 1-2
PROJECT GOALS: Students will improve the Display Game program.	**EXTRA PROJECT MATERIALS:** ● **none**	**VOCABULARY:** ● Data types (integer, string) ● Variable ● Conditional Statement

LEARNING TARGETS:
- I can improve the fast-click display game.
- I can edit my Code Trace Chart to show the improvements to the game.

SUCCESS CRITERIA (choose at least 2):
- ❏ Show the player's name before their score.
- ❏ Winner receives a t-shirt, but if the player loses, it shows an image such as an X or Image.GHOST.
- ❏ Show the score win OR lose.
- ❏ Show the score on a forever loop.
- ❏ Scroll 3,2,1 instead of show.

RUBRIC:

CSTA Standard	Basic (3)	Proficient (4)	Mastered (5)
Documentation			
2-AP-10 Use flowcharts and/or pseudocode to address complex problems as algorithms.	Incomplete flowcharts.	Flowcharts provided for each process.	Flowcharts provided for each process. Evidence of revisions and improvements made.
Algorithms and Programming			
2-AP-12 Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.	No loops or conditionals.	Loops or conditionals used correctly in most instances.	Loops or conditionals are used correctly in each process as needed.
Computing Systems			
2-CS-02 Design projects that combine hardware and software components to collect and exchange data.	No hardware used; hardware does not collect or exchange data correctly.	Hardware and software components incorporated; collects and exchanges data inconsistently.	Hardware and software components are incorporated; collects and exchanges data consistently.
Debugging			
2-CS-03 Systematically identify and fix problems with computing devices and their components.	Code bugs not identified; little or no documentation of fixes.	Code bugs mostly identified and fixed; adequate documentation of fixes.	Code bugs identified and fixed; extensive documentation of fixes.