



**EVERYTHING
ELECTRONIC**
DEVELOP SKILLS WHILST HAVING FUN

**CROMAR FUTURE GROUP WITH THE
TARLAND FOOD AND MUSIC FESTIVAL**



CODING COMPETITION 2019

CODING BRIEFS:

NOVICE:

Using the SCRATCH music extension block, code the music from any well known food related tune. (for example : “Food Glorious Food”, “Birthday cake”, “Old MacDonald had a farm”.)

Add in appropriate backdrops and backdrop changes. You can also animate a sprite to the music if you wish.



(You can find the music extension block by clicking on this symbol  on the SCRATCH create page and then choosing the Music symbol. This will add the special code for making music onto the code options menu and it is very easy to use.)

INTERMEDIATE:

Make an amusing cartoon or a single level scored game which involves food and has appropriate background music or sound effects.

ADVANCED:

Code a multi-level game on the theme “Food - heroes and villains”.

NOT SURE WHAT LEVEL YOU ARE ?

NOVICE: Recently started coding, can load backdrops and sprites. Understands how to place and join code together to make a program that will start and run and reset to the beginning. Can load backdrops at the right time and move a sprite around the screen.

INTERMEDIATE: Experienced coder capable of coordinating the actions of several sprites (broadcasting commands between them; using nested loops; using variables for scoring; using sensing.)

ADVANCED: Experienced coder capable of designing different game levels; using operators; cloning sprites; making own blocks; using tables.

TIPS:

1. Make sure your cartoon or game starts on the green flag click (if using SCRATCH) and it is obvious what to do.
2. Make sure your cartoon or game resets to the start if played a second time.
3. If making a cartoon, make sure it tells a story, i.e. has a clear beginning, middle and end.
4. If making a game, make sure it is easy to understand how to start it and how you score points. Make sure the scoring works and resets and keeps the "highest score".
5. Don't forget to back-up regularly, particularly when developing or debugging your code. Give your code name a version number (for example: gamebananas-v1, gamebananas-v2 etc.) if making a complex game or animation so you can easily go back to the last version if you do something that ruins your code.
6. Test your cartoon or game on others who have not been involved in the development of the code, to check how easy it is to see what to do.
7. Make cartoons watchable and games playable in a reasonable time with a clear end point.
8. If you are not very good at doing graphics, then work in a team with someone who is.
9. You may cut and paste some code from other open SCRATCH games and animations, but remember, we shall be asking you how your code works. If we think you have copied an excessive amount of code, then we shall penalise your entry.
10. Ask us: if you are not sure which coding level you fall into; if you are unclear about anything in the brief and rules; or don't understand how to save your work to a file to send it to us. We don't mind in the least answering questions.

JUDGING CRITERIA: Competitors will be judged on:

- a. **Ease of use:** Does it reset properly, and explain how to start, how to engage with it (where interactive) and, if a game, how it is scored?
- b. **Overall design:** How well does it meet the brief? Does it show design consistency between different scenes and/or levels? Has the overall approach been well thought through?
- c. **Quality of the coding:** Is the code efficient, well organised and labelled where appropriate?
- d. **Difficulty and ambition of the coding:** Is the code appropriate to the level of the entry; does it demonstrate a good understanding of which code to use when; does it demonstrate that the coder has a wide understanding of coding (at their level) and has been ambitious in their entry?
- e. **Graphic design of the entry:** The quality of the visual elements of the entry.

