

HACKATHON GAME



PERFORMANCE TASK OVERVIEW

Enduring Understanding	Student Driven Question
Creating a clear set of directions to achieve a goal.	How can you program a game that engages a user?
Directions	
In this project you will build on your creative computing experiences by engaging in the design of an open-ended project of your choice. Select one of the listed game genres and start brainstorming ideas for your pitch. Complete all phase requirements before developing your Scratch Game. Use all skills learned and developed throughout the semester to create your Scratch game. You must meet the standards addressed in the in the project rubric .	
Project Phases Requirements	
DISCOVER Discover your target audience - Worksheet This worksheet will help you identify your target audience and can be used to help create your marketing plan. Video Review - KWL Chart Worksheet <ol style="list-style-type: none">1. Complete the “What I Know and What I Want to Know” section of the chart before watching the video in the document provided.2. Complete the “What I Learned” section of the chart after watching the video in the document provided. Topic Question How To Start Your Game Development - Making Your First Game - Basics https://www.youtube.com/watch?time_continue=2&v=z06QR-tz1_o Project Pitch - Worksheet Use the prompts in the document to brainstorm ideas for projects you’re interested in working on during the hackathon.	
DEFINE Define your target audience - Worksheet This worksheet will help you create target audience profiles that can be used to help create your marketing plan. Video Review - KWL Chart Worksheet <ol style="list-style-type: none">1. Complete the “What I Know and What I Want to Know” section of the chart before watching the video in the document provided.2. Complete the “What I Learned” section of the chart after watching the video in the document provided. Topic Question How To Make Your First Game a Minimum Viable Product ? - Scope Small, Start Right - Video KWL https://www.youtube.com/watch?v=UvCri1tqlxQ	

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Project Define - [Worksheet](#)

Use the prompts in the document to start thinking about the elements needed to develop your project.

DESIGN

Project Charter - [Worksheet](#)

Use the provided document to set your development goals for your project with your project manager/ teacher.

Project Storyboards/ Sketches - [Worksheet](#)

Use the provided document to draw sketches of what your project will look like!

DEVELOP

Development Sprint- [Scratch Website](#)

Develop a Scratch Game using all skills learned in the course throughout the semester.

Use the resources on the page link to assist with the development of the game. [Resources Link](#)

DELIVER

Video Review - [KWL Chart Worksheet](#)

1. Complete the "What I Know and What I Want to Know" section of the chart before watching the video in the document provided.
2. Complete the "What I Learned" section of the chart after watching the video in the document provided.

Topic Question

How do you launch your First Game ? Making Your First Game: Launching! - How to Market Your Game - Extra Credits

https://www.youtube.com/watch?v=qxsEimJ_3bM

Presentation

You have to post your game on your Wordpress blog and present it to the class answering the reflection the questions.

Use these resources to assist with your development. [Resources Link](#)

Wordpress Blog Post Submission

Create a new Wordpress post.

Attach a screenshot and link to your project link

Answer the reflection question below.

Reflection Questions

What is your project?

What was your process for developing the project?

What do you want to create next?

Project Blog Post with reflection

Game Genres

1. Action
 - a. Platform games

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- b. Shooter games
- 2. Action-adventure.
 - a. Survival horror
 - b. Metroidvania
- 3. Adventure.
 - a. Text adventures
 - b. Role-playing
- 4. Action RPG
 - a. Simulation
- 5. Construction and management simulation
- 6. Strategy
 - a. 4X game
- 7. Sports.
 - a. Racing

Performance Task Calendar

Discover	Define	Design	Develop	Deliver
Project Pitch/ Topic	Project Planning	Project Storyboards /Sketches	Development Phase in Scratch	Presentation/ Project Blog Post w/ reflection
Ex:	Ex:	Ex:	Ex:	Ex: Student 1 Student 2
Due Date Friday 11/10	Due Date Friday 12/1	Due Date Friday 12/8	Due Date Wednesday 1/17	Due Date Thursday 1/18

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Foundation Rubric Here:

https://docs.google.com/document/d/1d4wia_ZXYglStWH8rpNWZ_ZrMciPu7jy-pH-QsWUegM/edit

Hackathon Game Final Performance Rubric						
	Standards	4 Advanced Proficient	3 Proficient	2 Advanced Beginner	1 Beginner	M
Application of software and tools used (Flash) to design and create effective media	I can demonstrate the effective use of the software tools.	Demonstrates a thorough understanding of software and effectively uses tools to design and create media.	Demonstrates considerable understanding of software and effectively uses tools to design and create media.	Demonstrates some understanding of software and effectively uses some tools to design and create media.	Demonstrates limited understanding of software. Very few tools are used effectively to design and create media.	Missing - Assignment was not submitted, the portions of the assignment that relate to this standard were not attempted, or work is plagiarized from another student or uncited source.
Completeness and Quality	I can complete an animation that demonstrate competence in the skill assigned.	Project done correctly; student shows competence in the skill assigned.	Minor mistakes, but the student has shown that they understand the basics of the project	Project is lacking fluidity and appropriate details	Student rushed project and missed several key areas of the assignment	Missing - Assignment was not submitted, the portions of the assignment that relate to this standard were not

Design Thinking Rubric Here:

https://static1.squarespace.com/static/52f646aee4b08f72cd97637f/t/56d8e80c1d07c0cd16db6619/1457055756684/UAMaker_rubric_v03.pdf

Design Thinking Rubric:				
Discover				
5... Advanced Proficient	4... Proficient	3... Emerging Proficient	2... Advanced Beginner	1... Beginner
<p>Formulate the Problem Using the information given and my prior knowledge, I can accurately frame and clarify the type of problem I am solving and focus my exploration by correctly identifying what I know and need to know about the challenge including what is unclear.</p> <p>Finding Information I can use multiple sources and employ varied strategies to find information and tools that will help me solve the problem. I fully consider the validity, quality, and quantity of the information I find.</p>	<p>Formulate the Problem Using the information given and my prior knowledge, I can accurately frame and clarify the type of problem I am solving and focus my exploration by correctly identifying what I know and need to know about the challenge.</p> <p>Finding Information I can use multiple sources and employ varied strategies to find information and tools that will help me solve the problem. I can consider and correctly evaluate the validity, quality, and quantity of the information I find.</p>	<p>Formulate the Problem Using the information given and my prior knowledge, I can frame and clarify the type of problem I am solving accurately and focus my exploration by correctly identifying what I know and need to know about the challenge.</p> <p>Finding Information I can use sources and employ some strategies to find information and tools that will help me solve the problem. I consider the validity, quality, and quantity of the information I find.</p>	<p>Formulate the Problem Using the information given and some prior knowledge, I am able to restate the problem in my own words and partially identify what I know and need to know about the challenge.</p> <p>Finding Information With support I can use sources and employ some strategies to find information and tools that will help me solve the problem. I may consider either validity, quality or quantity of information I find, but may not take into account all three criteria.</p>	<p>Formulate the Problem I attempt to restate the problem, but my problem statement may reflect an inaccurate or partial understanding of the work ahead. I am not able to fully identify what I know and need to know about the challenge.</p> <p>Finding Information With support I can use find information and tools that will help me solve the problem. I do not consider validity, quality or quantity of the information I find.</p> <p>Awareness of Constraints I am aware of some of the explicit limitations and</p>