

Scratch: Dice Roller Criteria

CS10

A roll of the dice.

Randomizations is a great tool for generating data for any type of situation. Games, passwords, sequences, etc. Understanding the design and functionality of a randomizing program is a foundational design for any programmer's tool kit.

For this assignment, we will be planning and building a Dice Rolling program using Scratch.

Check out the criteria for this build below...

Working Core Mechanics (5 marks)

- Does the program choose and display a random number each round?

Notes within Code (5 marks)

- Descriptions of what is happening within code.

Extras and Extensions (5 marks)

- List (Note) of possible ideas/add-ons/extensions for this build.
- Attempt(s) at putting into action item(s) from list.

Total Value: 15 marks

Category: Assignments