

Scratch: Rock, Paper, Scissors Criteria

CS10

Rock, Paper, Scissors is a timeless game with direct rules and random outcomes. Mostly everyone knows how to play, but have you ever had to describe or explain how the game works?

For this project, we will be planning and building a Rock, Paper, Scissors game using Scratch.

Check out the criteria for this build below...

Working Core Mechanics (5 marks)

- Does the program complete a proper game of Rock, Paper, Scissors?
 - Player makes choice. Computer make choice. Compare and Score.

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: Projects