



Grade 5 - Unit 4 - Assessment

You are required to recreate the project on the left. If, **AND ONLY IF**, you **complete** that, you are to try and upgrade that project to the **advanced project**.

Instructions are on the next page

Basic Project

Advanced Project





Grade 5 - Unit 4 - Instructions

Basic Project

1. You are to create the following **game states (menu, setting, playing, game over)**
2. These game states don't need to have any function other than informing you which screen you are currently on and how to get to the next game state
 - a. You start on **menu**
 - b. Press **s** to go to **settings**, **p** to **play**
 - c. In **settings** press **b** to go back to **menu**
 - d. When on **play**, press **o** to go to the **game over** screen
 - e. At **game over**, press **r** to restart (go to **menu**)
3. Each game state should be its own **function**, and your **void draw** should look similar to the picture.

```
void draw() {  
  if (menu) {  
    gameMenu();  
  } else if (setting) {  
    gameSetting();  
  } else if (playing) {  
    gamePlaying();  
  } else if (gameOver) {  
    gameOver();  
  }  
}
```

Advanced Project

1. Add a **loading screen** before **menu** that does as the video shows on the previous page
2. On the **menu** screen, instead of keys to send you to the next **states** have buttons that do the same thing, one for **setting** one for **playing**



Grade 5 - Unit 4 - Marking Scheme

Below you will find the marks breakdown for the assessment

Marking Criteria

<u>Marks</u>	<u>Description</u>
20	Correct function layout for each state , including relevant boolean(5 each)
10	The code enters the menu state first
20	Able to switch from the menu state to setting/playing (10 each)
10	Have all the other connections working correctly
10	Each state looks different and you can tell which state is which.
10	Buttons in menu working correctly (5 each)
5	Add in the loading screen state .
10	Having the loading bar function correctly
5	Creativity (visual aids, complex button designs etc)
100	TOTAL