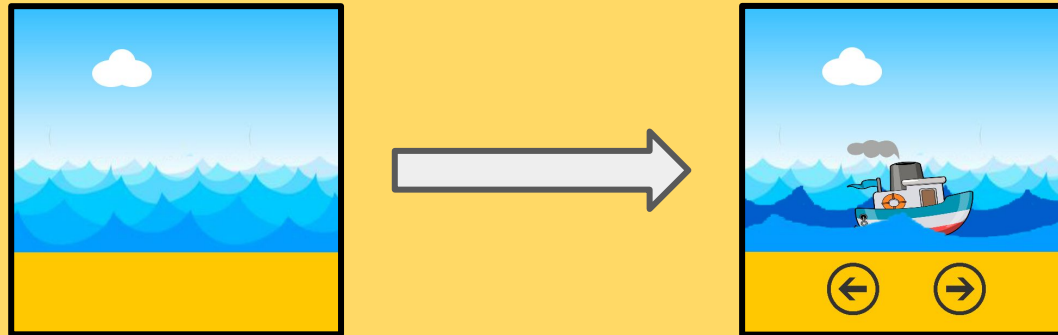




## Grade 5 - Unit 3 - Assessment

For this assessment you are required to open up this file from this [link](#) and follow this steps

- 1 Download the file, extract (unzip) and open it up.
- 2 Load in and resize all of the images contained in the project file. The result should look as follows. You will need to load the wave image twice

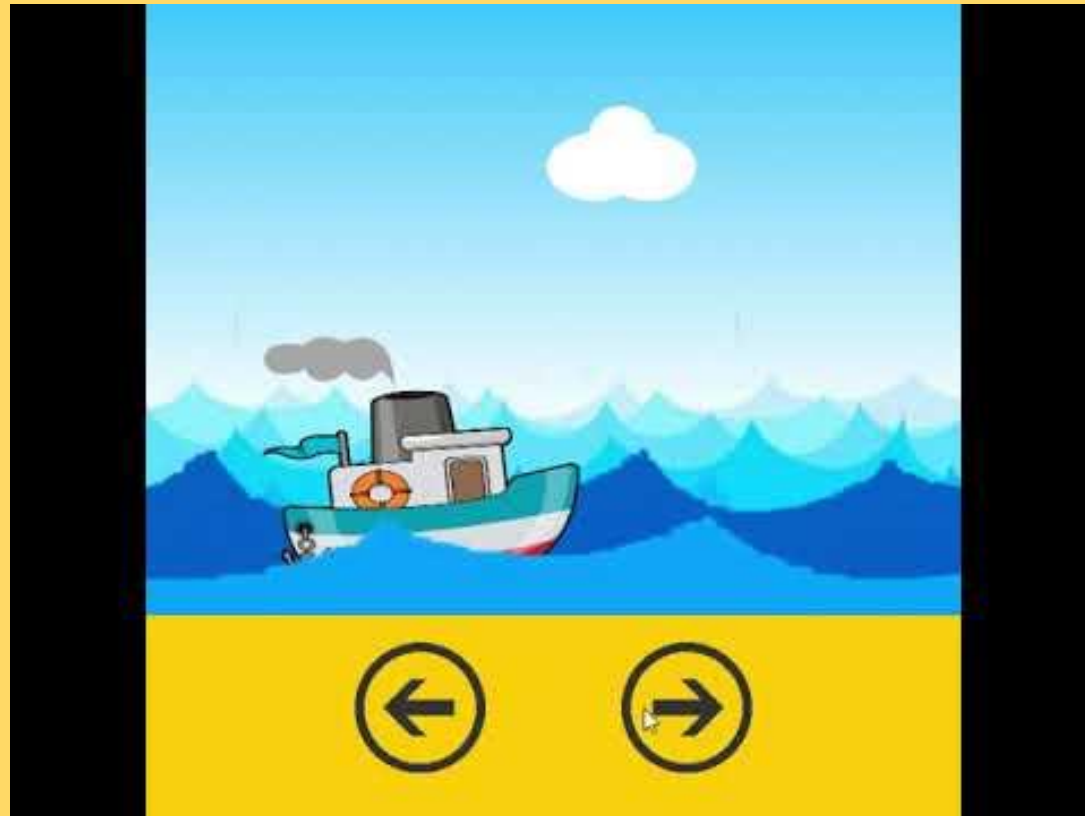


- 3 Some code is already given to you to get the waves moving. (we use the variable **ebbAndFloatValue**) finish this off so that the waves are moving back and forth (you can see in the video on the next page how it works). The waves should move at different speeds.

**Tips: Some useful code is given to you already**

- 4 The function **moveBoat** moves the boat can move left and right based on which arrow you press, you need to finish it. You will need to write code to make the correct boat image appear for whichever direction it's facing.

- 5 Use the function given to you so that when the boat reaches the end it should reappear on the other side. You need to finish this function off.;
- 6 Finish off the **moveClouds** function so that it forever moves across the screen and when it reaches the end it returns back to the beginning





## Grade 5 - Unit 3 - Marking Scheme

Below you will find the marks breakdown for the assessment

### **Marking Criteria**

<b><u>Marks</u></b>	<b><u>Description</u></b>
10	<i>Download the file and open it up.</i>
30	<i>Load &amp; display all images (5 per image)</i>
20	<i>Waves move back and forth</i>
20	<i>Boat can move left and right with arrows (10 per side)</i>
10	<i>Boat can loop around the screen</i>
10	<i>Cloud loops across screen</i>
<b>100</b>	<b>TOTAL</b>