

# Scratch Application

Partner Names: \_\_\_\_\_

## Defining your application

### Application requirements:

- Your application can be a game, utility, or anything else you dream up as long as it meets these requirements. The more interactive (and less scripted) the better.
- There must be at least two forms of user interaction. (keypress and mouse input only counts as 1)
- There must be at least one global variable that is used throughout the application.
- You must use broadcasting in some meaningful way.
- Your application must have at least two situational events.
- Your application must employ at least one if/then/else statement.
- Each partner is responsible for scripting roughly half of the sprites.

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| 1. Summarize your application as if you were writing a description for the app store. (you will eventually formalize your answer) |  |
| 2. What, specifically, will your application do?  |  |
| 3. How will it interact with the user?  |  |
| 4. What ideas do you have for a global variable?  |  |
| 5. How will you incorporate broadcasting into your application?   |  |
| 6. What kind of situational events might you use?   |  |
| 7. What will the look, feel, and style of your application be? You may want to sketch something.                                  |  |