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Program and Play

The purpose of this project was to discover if a thirteen year old boy with Scratch programming can make a game that is user-friendly, entertaining, difficult, and occupies a small amount of computer memory. I hypothesized that with Scratch programming, through my design criteria, I can solve the problem: teenagers need an inexpensive way to create a computer game with a subject they desire, because current games are expensive and the game subject might not interest the player.

The game involved completing as many levels as you can before the 10 minute timer runs out. Basically, a level consists of a ball that is shot or bounced off paddles until it hit a specific target.

The data collected did support the original hypothesis specifically, all of data passed the design criteria. In prototype 4 the surveyed students' scores improved from prototype 1, and passed the first two criteria. The size of the prototype was smaller than 10 mega bites, and 0% of the students got past level 20.