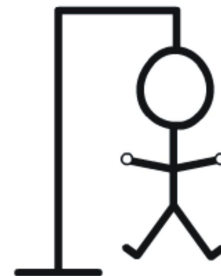


Name: _____

Hangman Rubric

In this project, you are asked to create your own version of Hangman using Snap!. The program should pick a word that is hidden from the player and the number of letters in the word should be indicated to the player as “blanks”. The player is asked to guess a letter of the alphabet. If the word contains the letter, then the letter is revealed within the word and the “blanks” containing said letter should be filled. However, if the word does not contain the letter, the player loses a chance. The game is over if the player guesses all the letters of the word correctly or runs out of chances.



Discern - View, read, and listen with focused attention to what matters.

NY	MS	ES
	<p>___ When the entire man is drawn does the game end and player lose? _ If statement</p> <p>___ When I've guessed the right word does the game end and player win? _ If Statement</p> <p>_ = Block</p>	<p>___ When I make a guess do I only allow one letter? ___ Does my code keep score? ___ Does my program reset itself correctly after the game ends?</p>

Communicate - Make ideas and information understood, mindful of audience, purpose, and setting.

NY	MS	ES
	<p>___ Did I use some of the custom blocks we've learned how to make in class? ___ Did I add comments so others can understand my code?</p>	<p>___ Could I make some of my code into custom blocks?</p>

Create - Produce or develop a product for expression.		
NY	MS	ES
	__ Can I update the drawing to show when a wrong letter is guessed? _ change costume or show/hide	

Innovate - Develop new and helpful ways of looking at opportunities, challenges, and problems.		
NY	MS	ES
	__ Can I ask the user for a letter? _ ask _ answer __ Can my program tell if the letter is in the word or not? _ list _ contains or letter of __ When I guess the wrong letter twice, does it give a warning? _ list _ contains or letter of	__ Can I update the hint when a correct letter is guessed? _ List _ Replace __ When I start playing does the game pick a random word to use? _ list _ item any of