

**Math Project Checklist**

<b>Complete</b>	<b>List of Tasks to Complete</b>	<b>Verify this step is complete</b>
	<b>Document Requirements and Research</b>	
	Write a concise list of the requirements of the project. Is the game going to be interactive (require input from the player) or will it simply display similar to a movie? Will the game focus on math, spelling or reading?	Journal check: Dated journal entry answering <b>all</b> questions to the left.
	Visit the web sites for the various programming platforms available. Document in your journal what you liked about the platform and what you did not like about the platform. Document which programming platform (Scratch , ALICE, Kodu. GameMaker, etc.) you will use for the game the game and why.	Journal check: Dated journal entry/ies documenting your search for a programming platform for your project. Be sure to address all of the points on the left.
	<b>Design the Program</b>	
	Determine the characters in your game	Journal check: Dated journal entry listing the number characters and what/who
	Determine the prize “token”	Journal check: Dated journal entry listing what the prize or token will be your game.
	Determine the dialogue or what the characters will say for every screen of the game. You should start small with only 3-4 things the players needs to do to win.	Journal check: Dated journal entry/ies listing each things the characters will “say” (usually communicated through text on the screen that the player reads, if there is time after you have the game working, you may be able to record what the character says)
	Determine each thing you will have the player try to accomplish in order to earn a prize, or token.	Journal check: Dated journal entry/ies
	Determine when the player wins the game or is finished.	Journal check: Dated journal entry/ies

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	<b>Write/Test the Program</b>	
	Complete any tutorials for the program to become familiar with the software. Mrs. Perrino has a paper tutorial that can be used to learn how to use Scratch.	Journal check: Dated journal entry indicating the day you did this and a reflection on how it went.
	Start your project and save a file right away for doing anything. Be sure to pay attention to what you name it and where you save it. Save the file in 2 places (for example, the hard drive and your flash drive or two different flash drives.	Journal check: Dated journal entry indicating the name you gave the file and where you saved it.
	Select the characters for your game (It is recommended that you use already created characters and settings and do not create your own – you can do this at the end of your project if you have time). Save your file in both places.	Journal check: Dated journal entry indicating characters have been selected.
	Select the prize or display a scoreboard if the prize is points. Save your file in both places.	Journal check: Dated journal entry indicating the prize has been determined.
	Create the dialogue or what the characters will say for every screen of the game. Save your file in both places.	Journal check: Dated journal entry/indicating the dialogue has been created.
	Create the check for the input your game will ask the player to do in order to earn a prize, or token. Save your file in both places.	Journal check: Dated journal entry indicating the input checks have been created.
	Create the point at which the player wins the game or is finished. For example, create all of the math problems that wait for answers, create all of the spelling words, etc. Save your file in both places.	Journal check: Dated journal entry indicating all the steps to winning the game have been programmed.
	Play the game and look for problems. Document all problems (also known as bugs) in your journal.	Journal check: Dated journal entry/ies listing all bugs with the game.
	Try to fix the bugs found in the previous step. ONLY change one thing at a time as you work your way through the bug list. Test the correction. If it works, save the files in both places and move on to the next bug in the list. Repeat this process until your game is working as expected.	Journal Check: Note next to each bug, the date/time you successfully corrected the bug.
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	<b>Write Report and Abstract</b>	
	Set up outline for written report using the Step Up To Writing format for outlines.	Journal check: Dated journal entry containing an outline for your report.
	Write a draft of your report using your Step Up To Writing outline and Report Requirements for Math Projects found on school web site.	Journal check: Hand written DRAFT REPORT written in dated journal entry/ies.
	Update research by adding questions AND finding the answers for any questions you came up with while performing your analysis or while writing your report. REMEMBER TO ALWAYS DOCUMENT SOURCES.	Journal check: Answers to questions written in data journal entries along with source citation. Or, dated journal entry indicating you have no further questions regarding this subject.
	Write Abstract Draft according to information provided on school web site.	Journal check: Hand written draft of abstract written in journal.
	<b>Project Review</b>	
	Locate the rubric for the Math project on the school web site and make sure your project addresses all items listed. Update your journal and report as needed.	Dated journal entry indicating you have reviewed your project against the rubric for an eGFI project,
	<b>Type Report and Assemble Tri-Board</b>	
	Type Report including any changes indicated in hand written draft. DO NOT PUT NAME OR SCHOOL ON REPORT, ONLY NUMBER AND GRADE.	TYPED REPORT.
	Type Abstract. DO NOT PUT NAME OR SCHOOL ON ABSTRACT, ONLY NUMBER AND GRADE.	TYPED SINGLE PAGE ABSTRACT
	Assemble tri-board. DO NOT PUT NAME OR SCHOOL ON FRONT OF TRI-BOARD; ONLY WRITE NUMBER AND GRADE ON BACK.	Tri-Board