**`Team names\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Deadline** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Requirements:**

* Your game should have a consistent theme and a name.
* Your game should work - When you push the green flag it does what you want it to do..
* Your game should have the minimum requirements:
  + A game space that includes a background, a player, and obstacles.
  + Clearly written instructions.
  + A clear way to win or complete the game.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Production Cost** | |  | **Earning Potential** | |
| **Lines of Code** | **Cost** |  | **Features** | **Earning Potential** |
| 1-19 blocks | $30 |  | Meeting all requirements | $30 |
| 20-39 blocks | $35 |  | User interaction (beyond the start of the game) | $10 |
| 40-59 blocks | $40 |  | Having more than 1 player | $5 |
| More than 60 blocks (more blocks could use more memory) | $45 |  | Keeping score (points) | $5 |
|  |  |  | Multiple levels | $10 |
|  |  |  | Timer | $5 |
|  |  |  | Sound effects (not just background music) | $5 |
|  |  |  | Student-created graphics | $10 |
|  |  |  | Collect items before moving to the next level (at least 5) | $10 |
|  |  |  | Two or more styles | $5 |
| **Total Production Cost** |  |  | **Total Earning Potential** |  |