What’s inside this project?

Name/Description:

ELEMENTS
What are the CHARACTERS, MOVING PARTS, and other ENTITIES in the program?
ex: player, character, ball, target, enemy, object

(RE)STARTING
What does the program need to do AT THE BEGINNING, or to START OVER?
ex: clear, erase, starting point, reset values

TRIGGERS & INPUTS
What “makes things happen”? Does the program take signals from the USER, or from SENSORS?
ex: keyboard, prompt, mic, motion, button, touch, collision

INFORMATION & DATA
What does the program need to RECORD or REMEMBER as it goes along?
ex: score, count, setting, indicator, name, text, answer

CHANGING CONDITIONS
What SITUATIONS, OUTCOMES, or PROBLEMS does the program need to manage?
ex: randomness, choice, levels, endings, errors, warnings

DISPLAY & OUTPUT
What does the program need to SHOW or GIVE back to us?
ex: sound, image, response, printout, timing, movement
What’s inside this project? % text programming

**Elements**
What are the COMPONENTS, MOVING PARTS, and other ENTITIES in the program?
- ex: player, character, ball, target, enemy, object

**Inputs & Triggers**
What “makes things happen”? Does the program take signals from the USER, or from SENSORS?
- ex: keyboard, prompt, mic, motion, button, click, tap, touch, collision

**Starting**
What does the program need to do AT THE BEGINNING, or to START OVER?
- ex: clear, initialize, starting point, reset

**Changing Conditions**
What SITUATIONS, PROBLEMS, and OUTCOMES does the program need to manage?
- ex: randomness, choice, stages, endings, errors, warnings, disallowed states

**Information & Data**
What does the program need to RECORD, STORE, LOOK UP, RETRIEVE, or CALCULATE as it goes along? In what form?
- ex: score, count, setting, indicator, value, list, name, text, record

**Display & Output**
What does the program need to SHOW or GIVE back to the user?
- ex: sound, image, response, printout, timing, movement