

Grading Rubric – Final Project (ReadyMaker)

| | Excellent/ Proficient (A) = Proficient Knowledge | Average (C) = Basic Knowledge | Unsatisfactory (F) = Did not implement the required actions or elements. |
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| Creation of Environment | 5pts Student included GOOD use of a new background, other assets from the Library, and shapes (acting as props/barriers) | 2pts Student included HALF of the various terrain items in their scene except: new background, other assets from Library, shapes | 0pts Student hardly added any of the required environment items in their game |
| Addition of a Player | 5pts Student included a player and included use of player controls (Arrow Keys or ASWD Keys) and/or other buttons (ex. button to shoot) | 2pts Student included a player but no way for the player to control it | 0pts No player object was added to the game |
| Addition of Enemies/Other Obstacles | 5pts Student added assets that play the role of either enemies in the game or obstacles (ex. asteroids) with events that makes these enemies/obstacles move in the game | 2pts Student included enemies and/or obstacles to the game. However, there are no events used to make them move in the game. | 0pts No enemies and/or obstacles were added to the game |
| Addition of Music or Sounds | 5pts Student added either sound effects during game play or background music | | 0pts No sounds and/or background music were added to the game |
| Events that Make Your Game Run | 10pts Student added a minimum of (5) events to their game to make it run and behave in multiple ways (each event is worth 2 pts each) | 4pts Student only added (2) events to their game to make it run and behave in multiple ways | 0pts No events were added in making the game run or behave in multiple ways |
| User Interface and Feedback | 5pts Student included MULTIPLE ITEMS in giving feedback to the player including (but not limited to) score, health bar, number of lives remaining, and timer | 2pts Student only included ONE ITEM giving feedback to the player | 0pts The player receives no feedback from the game on their progress in the game. |
| Does The Game Run Properly? | 10pts When the game starts, there are NO issues during game play including assets running correctly, game not ending unexpectedly, or other obstacles making the game difficult to play) | 5pts There may be 1-2 issues that affect the play in the game. | 0pts From the moment the game runs there are MULTIPLE ISSUES with the game that make it impossible to play & make the player want to quit |
| Was the Game Challenging? | 5pts The game was very challenging for the player including (but not limited to) a challenging course, obstacles making it a challenge to collect the items, etc. | 3pts The game provided somewhat of a challenge to the player in that a few items were used to make it difficult for the player to accomplish the game's main goal. | 0pts The game was too easy and provided little to no challenge for the player. |
| Perspective | 5pts ALL items in the game's design are scaled and rotated correctly in correlation with other items in the game. | 2pts HALF of the items in the game's design are scaled and rotated correctly in correlation with other items in the game. | 0pts MOST or ALL items in the game's design are not rotated or scaled correctly; makes the game look incorrect to player. |