

Game in 5 Weeks Binder Rubric

Name _____ Per _____

Game Name _____

Each line counts for 4 points. The scores are from 0 to 4, based on the quality and completeness of the work. There are no late passes for anything in the game.

List the files you created. Write (1) next to the file that runs first.

	Component	4	3	2	1	0	
week #1	Proposal						20 pts
	Journal 1 & 2						
	Working – 1 st pg, game pg-card layout						
	Pseudocode/Plan – big picture						
	Draft #1						
week #2	Journal 3 & 4						28 pts
	Journal 5 & 6						
	Journal 7 & 8						
	Evaluation B #1 - Not Java/CS students						
	10 sec Video						
week #3	Pseudocode/Plan – for week						20 pts
	Draft #2						
	Journal 9 & 10						
	Evaluation A						
	Journal 11 & 12						
week #4	Pseudocode/Plan – for week						16 pts
	Draft #3						
	Journal 13 & 14						
	Evaluation B #2 - Not Java/CS students						
	Storyboard for Video						
	Journal 15 & 16						48 pts
	Bibliography						
	Final Program(#4) with highlights for Concept List with Description						
	Descriptions in Concept List with Description (counts double)						
	Reflection (counts double)						
	*Game is complete per layout & steps OR changes/additions (counts triple)						
	*Game reflects available work time well spent (counts triple)						
	TOTAL (132)						

* The last two categories that count triple will be used, in large part, to measure how well the game functions.

I should be able to play the game for five minutes without problems, crashing or component issues.

For each draft/final program, the score will include following the conventions of the class!

Note, for any grading the game must run on the school computers. That is where the primary work is done!

It is not a valid reason to say the game works on “my computer,” but not on the school computers.

Also part of this project:

Video Score: Rubric TBD. (See old rubric at 44 points on website to give you an idea. It will change.)