# Text Monster Grading Rubric

Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| Functional Correctness (Behavior) |  | Points Earned |
| Game has three floors | 5 |  |
| User can move left or right, but not beyond the rooms | 10 |  |
| User can only move up or down at an appropriate staircase | 5 |  |
| Grab adds an item to the users collected items | 5 |  |
| User can only collect 3 items | 2 |  |
| Help lists all possible commands | 2 |  |
| Monsters either disappear if user has a sword or defeat the user | 5 |  |
| A sword can only be used once and then it disappears | 6 |  |
| Boss monster needs sword and magic stones to be defeated | 5 |  |
| Prize is blocked by boss monster | 5 |  |
| **Sub total** | 50 |  |
| **Technical Correctness** |  |  |
| Correctly use of lists | 15 |  |
| Correctly appends items to list of users collected items | 15 |  |
| Correctly uses if statements to check items in user’s possession | 15 |  |
| Correctly using or statements and and statements | 15 |  |
| **Sub total** | 60 |  |
| **Total** | 110 |  |

## Final Grade

|  |  |  |
| --- | --- | --- |
| **Points Possible** | **Points Earned** | Percentage |
| 110 |  |  |