**Problem 1.3.9 Text Based Game Names: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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|  | 6 | 4 | 2 | 0 |
| **Documentation: Product Backlog** | Prioritized features list contains short descriptions of all functionality desired in the product using “user stories.” | Features list is not prioritized, but contains short descriptions of all functionality desired in the product using “user stories.” | Features list is not prioritized and descriptions are not complete. | Features list is not prioritized and there are nodecsriptions OR the features list with descriptions is missing. |
| **Documentation: Product Design Notes** | Sprint task list is complete and subdivides to simpler subproblems.  Sprint review list addresses each sprint task. | Sprint task list is not complete or does not subdivide to simpler subproblems.  Sprint review list addresses each sprint task. | Sprint task list is not complete or does not subdivide to simpler subproblems.  Sprint review list does not addresses each sprint task | Sprint task list and/or sprint task review are missing. |
| **Documentation: Explanation of Algorithm** | Documentation and comments clearly and thoroughly explains the algorithm(s) | Documentation explains the algorithm(s) but is missing comments.  OR Comments explain the algorithm, but documentation is missing. | Documentation insufficiently explains algorithm | No documentation |
| **Documentation: Collaboration** | Prose clearly, honestly, and thoroughly explains how well the group worked together. | Prose meets two of the three criteria in this category. | Prose meets one of the three criteria in this category. | Prose is missing OR meets none of the criteria in this category. |
| **Teacher Observation: Collaboration (double points)** | Provides helpful original input to others  Promotes positive, productive, and respectful team dynamic  Encourages and incorporates input from others  Promotes equitable workload | Provides adequate original input to others  Maintains positive, productive, and respectful team dynamic  Positively incorporates input from others  Maintains equitable workload | Significant but limited input  Usually maintains positive, productive, and respectful team dynamic  Receives input from others  Shares workload somewhat equitably | Limited input  Is not promoting positive, respectful, or productive team dynamic  Discourages or is unresponsive to input from others  Does not promote equitable workload |
| **Artifact: Use of Variable Roles** | Artifact utilizes a minimum of four of the eight common variable roles. Variable roles are clearly identified using comments. | Artifact utilizes four or more the eight common variable roles. | Artifact utilizes two or three of the eight common variable roles. | Artifact utilizes one or zero of the eight common variable roles. |

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| **Artifact: Use of Logical Constructs** | Artifact utilizes if, elif, and else statements in a logical and efficient manner. | Artifact utilizes if, elif, and else statements in a way that is not logical or is not efficient. | Artifact utilizes if, elif, and else statements in a way that is not logical AND is not efficient. | Artifact does not utilize if, elif, and else statements. |
| **Artifact: Use of Looping Constructs** | Artifact appropriately uses for loops and while loops. | Artifact uses some for loops and while loops when the opposite looping construct would be appropriate. | Artifcact uses only for loops or while loops. | Artifact does not utilize any for loops or while loops. |
| **Artifact: Appropriate Algorithm** | Code demonstrates use of appropriate algorithms | Code mostly uses appropriate algorithms | Code often uses appropriate algorithms | Code does not use appropriate algorithms |
| **Artifact: Usability** | Artifact clearly guides the user through easy to understand directions in the required 139-readme.txt file AND through a well designed game. | Artifact attempts to guide the user through directions in the required 139-readme.txt file AND through a well designed game. | Artifact attempts to guide the user through directions in the required 139-readme.txt file AND partially guides the user though the game itself. | Artifact does not attempt to guide the user through directions in the required 139-readme.txt file NOR does the game guide the user. |
| **Artifact: Room Constructs** | Artifact utilizes 6 or more rooms(or similar) in the game. | Artifact utilizes 4 or 5 rooms(or similar) in the game. | Artifact utilizes 2 or 3 rooms(or similar) in the game. | Artifact utilizes 1 or 0 rooms(or similar) in the game. |
| **Artifact: Doors and Rooms** | At least one of each of the following door/room types are utilized in the game.  “Locked” door “Dark” room “Number of Items Locked” Room | Two of the following door/room types are utilized in the game.  “Locked” door “Dark” room “Number of Items Locked” Room | One of the following door/room types are utilized in the game.  “Locked” door “Dark” room “Number of Items Locked” Room | None of the following door/room types are utilized in the game.  “Locked” door “Dark” room “Number of Items Locked” Room |
| **Artifcat: Lists** | At least one list varible that is used to keep track of user items collected in the game. This list is used and updated appropriately. | A list varible is used to keep track of user items collected in the game, but this list is not used and updated appropriately. | A list varible is used to keep track of user items collected in the game, but no effort is made to use and update this list. | A list variable is not used to keep track of user items. |
| **Artifcat: Item Interaction** | The user can interact with items in at least 6 rooms. When an interaction is not possible the user is alerted. | The user can interact with items in at least 6 rooms.  The user is not alerted when performing an impossible interaction. | The user can interact with items in less than 6 rooms. The user is not alerted when performing an impossible interaction. | The user cannot interact with items in the rooms. |
| **Artifact: Submission** | All components of the project are submitted on time, in the correct format, and with proper file names. | All components of the project are submitted on time and in the correct format. | All components are submitted on time. | Some components are not submitted on time. |

Total Score /96

Comments: