

Name: _____

Due: By end of school 3/27/2015

Breakout Project Rubric

(130 points)

Basic Game

_____ 110 points: You must complete the basic lab by implementing:

- bricks, ball, paddle (20 points each)
- mouse listener for paddle control (10 points)
- basic play: standard bounce motion and missed ball ending turn (20 points)
- Four conditions from spec (5 points each):
 - Player lives
 - Keeping score (same point value per brick)
 - Checking for win
 - Announcing win

Enhancements

The first 4 enhancements are worth 5 points each. The next 5 are worth 2 points extra credit. *Write in the enhancement that you did after the point value.*

_____ 5 points: _____

_____ 5 points: _____

_____ 5 points: _____

_____ 5 points: _____

_____ 2 points: _____

_____ 2 points: _____

_____ 2 points: _____

_____ 2 points: _____

_____ 2 points: _____

_____ **Total Points Earned**

☐ Check here if you DO NOT WANT your Breakout game to be put on the G drive for other students to be able to play it.