CG 314 – Fall 2016 – Midterm Project Rubric – Instructor: Shaun Axani

	Exceeded Criteria (100)	Met Criteria (90)	Approached Criteria (80)	Did Not Meet Criteria (60)	Points (weight)
Program Concept and Originality	Something novel or a great mashup.	Interesting idea or a classic game with a twist.	The idea is not new but you have added many nice embellishments	Nothing new. Example – an exact replica of memory games.	10
Visual Design	Individual and overall design are exceptional	The overall visual design is cohesive and interesting	Some of the individual elements are interesting but overall design not cohesive	Little thought went into the visual design	20
Program Execution	Meets all of the programming requirements and includes features beyond basic and ask for requirements.	Meets all of the programming requirements	Most of the programming requirements have been met.	Less than 60% of the programming requirements have been met.	50
In Class Presentation	Able to explain in detail some aspect of your program that is novel or interesting. You must be able to break down and explain how that piece of code works.	Good presentation of what the game/animation is, how to interact with it and what your greatest programming challenge was. Why you chose to organize your code the way you did.	Can explain why you chose your project. Can walk someone through some of the programs logic.	Just explaining the program play is not enough.	10
Submitted on Time. Also includes	All files submitted by deadline.	All files submitted by deadline.	Submitted on time with some comments	Did not submit on time. Little or	10

formatting and comments	Excellent comments, formatting.	Well formatted and includes extensive comments.		no comments.	

Requirements:

Midterm project program should include:

Must be a working program.
Your name, course name and date as comments at the top of your .pde files.

If it's not obvious on the sketch, it should be stated how to interact with it. This includes what it means to win and lose (if a game), and what interaction methods there are.

Your code should be neat and well organized.
The program code is efficient.
User interaction - using the mouse and/or keyboard input.

Processing required elements include:

- Functions
- Variables
- Logic (if and/or for statements)
- Randomization
- Motion

Classes/Objects can be used if preferred.

The final project is worth 20% of your final grade.