Rubric

# Projectile Comet

100 Total Points

## Requirements (60 points, 10 points each)

* Wizard movement: keyboard controlled and forced to stay inside the game window
* Points and health systems featuring a high score table
* Custom sprites and moving background
* Comet shooting: comets are created precisely from the hand or wand of the wizard.
* Sound effects and music
* A significant enhancement that was not covered in the videos.

**Please note**: Fulfilling a requirement at a basic level will not necessarily earn full points. For example, if you had a sound effect for one game object but not any of the others, the game would feel incomplete and you would not receive full credit for the “sound effects and music” requirement.

## Creativity (20 points)

* (**20** points) Exceptional work in breaking the mold and doing something unique and innovative. While this project stuck to the requirements, it did so in a new, interesting way that demonstrated an outstanding grasp of the concepts at hand. At least 4 meaningful innovations were made from the demo examples shown in the videos.
* (**15** points) Good work in breaking the mold and doing something unique and innovative. While this project stuck to the requirements, it did so in a new, interesting way that demonstrated a good grasp of the concepts at hand. At least 2 or 3 meaningful innovations were made from the demo examples shown in the videos.
* (**10** points) Moderate creative work. The project stuck to the examples with one or two minor innovations.
* (**5** points) Low creative work. The project stuck to the examples with one (maybe two) minor “innovations.”
* (**0** points) You did EXACTLY the same thing as the demo project in the video. I could have trained a monkey to do the same thing…

## Gameplay (20 points)

* (**20** points) The attention to detail and polished feel of the game is outstanding. Clear effort has been placed into making the game genuinely fun to play. It isn’t too hard or two easy, and it’s fun competing for a new high score.
* (**15** points) The attention to detail was strong, though there are still one or two small “features” (glitches?) that make the gameplay less enjoyable than it should be. Overall, the game was well done, but it could still use some improvement.
* (**10** points) The game is moderately fun to play. It has potential, but there are several obvious areas in need of improvement.
* (**5** points) The game works, but not very well. It is frustrating to play because things go wrong that are outside of the player’s control.
* (**0** points) The game doesn’t even work.