AP Project Term 2 Rubric

Requirements: 15 points

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| --- | --- | --- | --- |
|  | Outstanding (5 points) | Meets Expectations (3 points) | Needs Work (1 point) |
| Content | Explains the what of your game. What will it do, what won’t it do, how does it work, why will people like it. This should tell me the background of the game, how to play, how the game will work, what features will it have, console or graphics, etc. | Tells me 75% of what is in the outstanding column | Tells me <75% of what is in the outstanding column |
| Aesthetics | Your paper is at least 3 pages long, easy to understand, follows a natural flow, and has no spelling errors | Your paper is at least 2 pages long, and/or you are missing 1 of the outstanding column items | Your paper is < 2 pages long, and/or you are missing 2 of the outstanding column items |
| Thoroughness | I can hand your requirements to another person and they could write a design from it | I can hand your requirements to another person and they could write a design from it with a few questions | I can hand your requirements to another person and they need a lot of help if asked to write a design from it |

Design (15 points)

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| --- | --- | --- | --- |
|  | Outstanding (5 points) | Meets Expectations (3 points) | Needs Work (1 point) |
| Content | Explains the how of your game. How will you program it? What data structures will you use, what is the logic behind it the decisions you made. Do they make sense? | Tells me 75% of what is in the outstanding column | Tells me <75% of what is in the outstanding column |
| Aesthetics | Your paper is at least 3 pages long, easy to understand, follows a natural flow, and has no spelling errors | Your paper is at least 2 pages long, and/or you are missing 1 of the outstanding column items | Your paper is < 2 pages long, and/or you are missing 2 of the outstanding column items |
| Thoroughness | I can hand your requirements to another person and they could write the code for it | I can hand your requirements to another person and they could write the code for it with a few questions | I can hand your requirements to another person and they need a lot of help if asked to write the code |

Code (25 points)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 5 | 3 | 2 | 1 |
| Requirements met | Your program does what it says it will | Your program does 75% of what it says it will | Your program does 50% of what it says it will | Your program does < 50% of what it says it will |
| Java use | You have gone above and beyond what we have learned in class in your project and either used what we’ve learned in a unique way or incorporated something new | You have made use of what you have learned in class and used what was necessary to solve the problem | You have made use of some of what you have learned in class and in most cases you have selected mechanisms to solve the problem that make sense | There are obvious gaps in what you chose to use to solve your problem. Example creating 10 variables as opposed to using an array |
| Aesthetics | Program is well commented to the extent that I can tell what all of the code is supposed to be doing | Program is pretty well commented. I can tell what the major sections of the code are doing | Program has some comments. There are comments for the major sections | There is 1 comment or less |
| Variables | Variable Names are descriptive throughout the program | Variable Names are descriptive throughout the program other than loop counters | Variable Names are descriptive 50% of the time | Variable Names are descriptive < 50% of the time |
| Methods & Classes | Methods & Classes are used throughout the program to break up all logical sections | Methods are used throughout the code to break up all logical sections | There are at least 2 methods other than the main program | There is 1 method or less |