Rubric for AP Presentation

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|  | 5 | 3 | 1 |
| Explanation | Your group thoroughly explains the concept of the game and answers the following questions. What is the point? How is it played? Why is this game appealing to anyone? | Your group briefly explains the concept of the game. You cover a couple of the rules but leave enough out that there is some confusion. You don’t explain why your game would appeal to anyone | Your group doesn’t explain the concept of the game or you don’t explain the rules of the game or you don’t explain why the game would appeal to anyone |
| Concepts | You explain to the class the java concepts you used to program the game in detail talking about some of the challenges you faced | You highlight some of the concepts you used to make the game | Java??? |
| Demonstration | You demonstrate all aspects of your game to the class showing how to play and what the features are of the game (note this doesn’t mean that you have to play a full game) | You demonstrate the main portions of your game to the class. They see a couple screens worth of your game | You show a view of your game |
| Working code | It works | It works with a few bugs | It doesn’t work (0 pts) |
| Time | 5-10 | Over or under by 2 | Over or under by more than 2 |
| Participation | All members of your group participate in the presentation |  | Not all members of the presentation participate in the presentation |