**Animation Quiz**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Knowledge / Application (16 marks)** | | | | |
|  | **1** | **2** | **3** | **4** |
| **Part 1: Running** | Mario cycles through pictures but does not move | Mario moves but does not cycle through pictures | Mario moves but not to end of bricks | Mario moves and cycles properly |
| **Part 2: Jumping** | Mario switches to jump character but does not move | Mario moves but does not cycle character poses | Mario jumps and cycles properly but does not reach top of flag pole | Mario cycles and reaches top of flagpole properly |
| **Part 3: Down the flagpole and move to the door** | Mario just appears at the door | Mario moves down the flagpole but doesn’t move to the door | Mario moves own the flagpole and move to door but overshoots required checkpoints | Mario moves down the flagpole and walks to door as required |
| **Part 4: In the door** | Mario opens door but does not go in. | Mario Gets part way through the door | Mario goes most of the way through the door | Mario goes through door as outlined |
| **Thinking (8 marks)** | | | | |
|  | **2** | **4** | **6** | **8** |
| **Seamlesness)** | Animation runs but is very choppy | Animation gets choppy at points | Animation is very clean but has minor moments which are rigid | Animation runs very smooth |
| **Coding**  **(Code is organized and uses for loops / modulus properly)** | Code is disorganized / animation does not use for loops or modulus | Code is organized but does not use for loops or modulus | Code uses for loops and modulus properly but is disorganized | Code uses for loops and modulus properly and is well organized |