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| --- | --- | --- | --- | --- | --- | --- |
| **Category** | **5** | **4** | **3** | **2** | **1** | **0** |
| **Story &**  **Story Length** | -Student has programmed at least 5 forks, and perhaps has added some sort of other story device to increase length of game.  -The story makes sense, spelling and grammar are perfect, and it is evident that thought went into the story planning. Game flow is flawless. | -Four forks are present in the story  -There may be a 1 or 2 spelling and/or grammar issues, perhaps a small inconsistency in the story or flow of the game. | -The minimum three forks have been programmed successfully.  -3 spelling/grammar errors, or a story that is somewhat convoluted or doesn’t make sense in some spots. |  |  | -There are 2 or less forks, and/or forks are not working properly in game.  -6 or more spelling/grammar errors, and/or story does not make sense or is incomplete. |
| **STORY BOARD** | Storyboard is complete, neat, organised, and clearly shows the entire story in a mapped out process which would have aided you in creating your game. |  | Storyboard is complete; however, it does not clearly map out the story and the options the player can select. |  |  | Storyboard is missing, or is incomplete. |
| **Coding Style & Comments** | -comments are present above each click event with brief description of what event executes  -Coding style is perfect. Initiative variable names & object names  -Code is well formatted and clean | One of the following:  -Comments are present but may not always be clear  -Coding style is overall very good, but 1 or 2 variable names or object names are unclear  -Code may have 1 or 2 spots where not formatted well | Two of the following:  -Comments are present but may not always be clear  -Coding style is overall very good, but 1 or 2 variable names or object names are unclear  -Code may have 1 or 2 spots where not formatted well |  |  | -Comments are not present and/or not clear at all  -Coding style: variables/object names are not initiative  -Code formatting is lacking completely |
| **Program**  **Execution** | -The game works without any bugs or errors. | -One small bug or error in program execution | -One bug or error that may effect game playability, however game can still be completed | -Three bugs or errors that may effect game playability, however game can still be completed | -Four bugs or errors that may effect game playability, however game can still be completed | -Major bugs or errors in code that make game unplayable |
| **Effort/**  **Make it Yours/** | -Project is very polished, (think: would I buy this?)  -It is apparent that the project has been tweaked to look and work differently from others  -the student shows a level of pride in their work by adding new game elements that were not required in the directions.  -Student added extra features to the game that match the game’s theme or add to the play value of the game, or learnt how to use code not covered previously in class. | -Project is very polished, (think: would I buy this?)  -Two or more bullets from the level 5 column w successfully completed | -Project is very polished, (think: would I buy this?)  -One bullet from the level 5 column completed. | -Project may not be as polished and professional as it could have been  -One bullet from the level 5 column |  | There is no evidence that anything beyond the minimum requirements has been attempted. |

**Total: 20. Teacher Comments:**