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| **GENERATIVE ART/ANIMATION PROJECT** | | |
| **Successes**  ***Strong areas of your work*** | **Project Requirements** | **Suggestions**  ***How you can strengthen your work*** |
|  | **Creativity and Design**  Color (or the absence of it) adds dimension to the visual  Shapes are chosen thoughtfully, and they create interesting patterns/designs and are placed intentionally  Empty space (or the absence of it) is purposeful  Your aesthetic choices are explained/justified in your description  High-level idea for project is clear and cohesive |  |
|  | **Skill Application: Logic**  At least three different if-statement blocks are included in your program  If-statements are concise (compound boolean expressions are used as appropriate)  Else and else-if are used appropriately, and all if-statements can possibly be executed without being overridden (i.e. don’t have ineffective code)  If-statements define the logic rules that your program uses to make decisions |  |
|  | **Skill Application: Randomness**  You use random() or noise() somewhere in your code  Your randomness is “controlled” randomness, which means you have restricted what is randomly possible  The restrictions and decisions you make with respect to your controlled randomness enhance your project |  |
|  | **Skill Application: Variables**  Variables are used when values are changing, need to be calculated, or are related to each other  Variables of at least two different data types are used.  Variable names clearly reflect their purpose and enhance the readability of your code |  |
|  | **Communication**  Your name, date, description, and (if applicable) sources are included at the top of your project  Your submission folder includes three screenshots of your project, each with a file name that includes your name  You submit a zipped folder as your submission, with the folder having your name in its name  Comments are used to delineate between different sections of your code  Your code is thoughtfully organized: similar pieces of code are near each other and in a sensible order  If applicable: Sections of your code that are more challenging to quickly understand at a glance are clearly explained with comments  If applicable: Sections of your code that are borrowed from an external source have been labeled and explained with comments |  |
|  | **Resilient Learning**  You included 2 peers edits at the bottom of your code and addressed what you did in response to their feedback (i.e. did you agree and decide to follow the advice, or disagree and decide not to, or make an attempt but run out of time to implement the suggestions)  Your description includes some amount of process documentation (e.g. What would you do with more time? What part of the project was especially challenging? What part of the project was especially fun? What did you have to figure out on your own? What helpful input did you get from others? |  |