

How you will use this rubric

1. As a guide to help you complete your assignment.
2. As a guide for scoring your peers' work.
3. As a guide for your self-assessment.

How to complete your self-assessment

1. Read over the rubric carefully.
2. Evaluate your work related to each row. You will give yourself a score based on the criteria listed in each column. For example, when evaluating the **Number of rooms** (row 1), if you included a total of **4 rooms**, you would give yourself a **score of 3** for that row.
3. Continue to score your work for each row.
4. After you determine your score each row, add your scores together and divide by **9** (total points possible) to determine your average for the assignment.
5. Have questions or need help? Reach out to other learners in the comments section for the assignment.

	0	1	2	3
<i>Number of rooms</i>	One room or less	Two rooms	Three rooms	Four rooms or more
<i>Game Constructor</i> (Room objects, dir_dictionary, Treasure objects, Player object, sets the exit_room, win_points)	Missing three or more requirements	Missing two requirements	Missing one requirement	Meets all requirements
<i>Game Play Method</i>	Missing three or more requirements	Missing two requirements	Missing one requirement	Meets all requirements

Total Points Possible: 9