5.1 Rubrics

5.1.1 Project

	0-20%	20-40%	40-60%	60-80%	80-100%	Weight	Points
View	loads up a 3D scene;	loads up a 3D scene; scene is animated;	loads up a 3D scene; scene is animated; user can change view; no animation glitches;	loads up a 3D scene; scene is animated; user can change view; no animation glitches; avatar is animated in 3D;	loads up a 3D scene; scene is animated; user can change view; no animation glitches; avatar is animated in 3D; picture in picture views;	**10**	
Control	keyboard control; not simple or logical;	keyboard control; mouse control; not simple or logical; not smooth;	keyboard control; mouse control; simple and logical; smooth;	keyboard control; mouse control; simple and logical; smooth; control of avatar; OR control of scene;	keyboard control; mouse control; simple and logical; smooth; control of avatar; control of scene;	**10**	
Play Ability	game has no objective; player unable to win or loose;	game has objective; player able to win; OR player able to loose;	game has an objective; player able to win and loose; game is competitive and fun;	game has an objective; player able to win and loose; game is competitive and fun; OR game played in all three dimensions;	game has an objective; player able to win and loose; game is competitive and fun; game played in all three dimensions; has a physics model;	**10**	