Game Design Guide: Graphical Programming

Name: .... **Class:** .... **Result:** **/50**

	Very High (5)	High (4)	Medium (3)	Low (2)	Very Low (1)
Colours and Shapes	The setScene() function works, includes at least 5 colours, and uses at least 5 shapes.	The setScene() function works, includes 3-5 colours, and uses at least 3 shapes.	The setScene() function works, includes 3 colours, and uses 3 shapes.	The setScene() function works, includes less than 3 colours, and uses less than 3 shapes.	The setScene() function was attempted, but does not work.
Creating Sprites	The game creates 2 sprites (or more), and there are no bugs/errors associated with them being displayed, animated or controlled.		The game creates 1-2 sprites, but there are some bugs/errors with them being displayed, animated or controlled.		A sprite was created but it is not animated, controllable, or interactive.
Character Control	The sprites that are created: • are controllable by a human or the computer, • are bound to the canvas, • move freely without bugs/errors.	The sprites that are created: • are controllable by a human or the computer, • move without bugs.	The sprites that are created: • are controllable by a human or the computer, • there is a minor bug.	The sprites that are created: • are controllable by a human or the computer, • there are a number of minor bugs.	A sprite was created but it is not animated, controllable, or interactive.
Game Play - Objective	The game objective: • is sophisticated, well thought out and complete, • can be fulfilled/met/accomplished, • is free from any issues/bugs.	The game objective: • is well thought out and complete, • can be fulfilled/met/accomplished, • is free from any issues/bugs.	The game objective: • is complete, • can be fulfilled/met/accomplished, • has a few minor issues/bugs.	The game objective: • is partially incomplete, • has a few minor issues/bugs.	The game objective: • is incomplete, • cannot be fulfilled/met/accomplished, • has issues/bugs
Game Play - Clarity/Experience	The game is: • very easy to learn and begin playing, • unique and fun to play, • able to be completed in 3-8 minutes, or played at least once.	The game is: • very easy to learn and begin playing, • fun to play, • able to be completed in 3-8 minutes, or played at least once.	The game is: • easy to learn and begin playing, • fun to play, • able to be completed in 3-8 minutes, or played at least once.	The game is: • difficult to learn and begin playing, • fun to play, • not able to be completed in 3-8 minutes, or played at least once.	The game is unplayable due to difficulty in controls or being broken.
Functions	The game contains 3 or more student defined functions - including setScene().		The game contains 2 student defined functions - including setScene().		The setScene() function is the only student defined function the game contains.
Presentation	The game looks visually appealing. There are many shapes and colours. The background compliments the game play.	The game looks visually appealing. There are many shapes and colours. The background compliments the game play.	The game looks visually appealing. There are multiple shapes and colours. The background may be distracting to the game play.	There is only 1 colour used for the background. There are no shapes used. The background may be distracting to the game play.	There is only 1 colour used for the background.
Functionality and Debugging	The game runs bug free.	There are 1-2 minor bugs encountered during gameplay.	There are a few minor bugs encountered during gameplay.	There are several minor bugs encountered during gameplay.	The game is unplayable.

	Very High (9-10)	High (7-8)	Medium (5-6)	Low (3-4)	Very Low (0-2)
Planning Worksheet	The worksheet is completed, with thorough, detailed, and well articulated responses.	The worksheet is completed, with some detail, and well articulated responses.	The worksheet is completed, however, some of the responses are incomplete or lacking in depth.	The worksheet is mostly complete, and some of the responses are lacking in depth.	The worksheet has been attempted.

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Screenshots of the game running: