|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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. |
| **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. |
| **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. |