

# Game Design Project Handout and Rubric












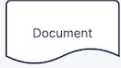

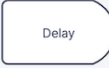








## Task:

To develop an impact game around the theme of anti bullying and/or antidiscrimination

- Brainstorm Games Ideas around theme
- Develop algorithm Plan
  - break game down into codeable components (abstraction)
- Code Game
- Debug and Play test Game
- Participate in Game Fair

Planning can be on computer or handwritten but should follow this format

Initial Brainstorm Ideas	
Algorithm Plan	Flowchart, pseudocode, break it down into codeable components (different functions/procedures/blocks), inputs/outputs
Code Game	URL of Game
Feedback	Group providing feedback: Feedback:
Game Fair	

Symbol	Name	Function				
	Start/end	An oval represents a start or end point				
	Arrows	A line is a connector that shows relationships between the representative shapes				
	Input/Output	A parallelogram represents input or output				
	Process	A rectangle represents a process				
	Decision	A diamond indicates a decision				

# Rubric

	4	3	2	1
Theme/Impact	Theme and hopeful impact is clear in the game. Each piece aligns with the theme	Theme and hopeful impact is mostly clear in the game. Most pieces align with the theme	Theme and hopeful impact is somewhat clear in the game. Some pieces align with the theme	Theme and hopeful impact is NOT clear in the game. No piece aligns with the theme
Game Components	All game components are clear and implemented	Most (3 or 4) game components are clear and implemented	Some (1 or 2) game components are clear and implemented	No game components are clear and implemented
Game Play	Game play is smooth. Controls are coded logically. Code controls each component in the game. Has SIS.	Game play is mostly smooth. Controls are clear but not designed as well as possible. Users must interact with the game to trigger gameplay. Has SIS.	Game play is hard to follow. Controls are not clear. Events are missing from some pieces of the script.	No clear gameplay
Controls	Games controls are clearly explained	n/a	n/a	Game does not have clear controls
Procedures with Parameters (APCSP)	At least one procedure with a custom parameters is used. Procedure has two segments of code executed based on parameters	At least one procedure with a custom parameters is used. Procedure has only one section of code executed based on parameters	One custom procedure is used.	No custom procedures are used.
SIS (APCSP)	Sequences, iteration, and selection is clear in script	Sequences, iteration, and/or selection is clear in script (2 of 3)	Sequences, iteration, or selection is clear in script (1 of 3)	Sequences, iteration, and selection is not used in script
Lists (APCSP)	Lists is used to manage complexity	n/a	n/a	No list used
Peer Feedback	At least three groups provided feedback to. Glow and Grows and Game Fest	Two groups provided feedback to. Glow and Grows and Game Fest	One group provided feedback to. Glow and Grows and Game Fest	No groups provided feedback to. Glow and Grows and Game Fest