

Student Name(s):			APCSA Java Game Design through Processing Grading Rubric			
Game Name:						
GitHub Link:						
PROJECT SCORE	0/32	0%	"Well Developed"	"Mostly Developed"	"Under developed"	"Not Developed"
Trait	Pts Earned	Student Justification	4 Points	3 Points	2 Points	1 Point
Challenge/Goal			The game provides players a clear and explicit sense of purpose, something to focus on and work toward. It keeps the game interesting.	The game provides players a general sense of purpose, something to focus on and work toward. It keeps the game somewhat interesting.	The game provides players some sense of purpose, something to focus on and work toward.	The game provides players no sense of purpose, something to focus on and work toward.
Choices			The game clearly provides the player with multiple opportunities to make meaningful choices that impact their outcomes.	The game provides the player with some opportunities to make meaningful choices that impact their outcomes.	The game provides the player with limited opportunities to make meaningful choices that impact their outcomes.	The game provides the player with very few to no opportunities to make meaningful choices that impact their outcomes.
Change			The game has multiple variations over the course of the play.	The game has some variations over teh course of the play.	The game has limited variations over teh course of the play.	The game has no variations over teh course of the play.
Rules/Procedure			The game presents an instruction that includes rules and procedures. It clearly specifies the actions that can or cannot be taken and when and where they can be taken.	The game presents an instruction that includes some rules and procedures. It specifies the some actions that can or cannot be taken and when and where they can be taken.	The game presents an instruction that does not include all rules and procedures. It specifies the some actions that can or cannot be taken and when and where they can be taken.	The game does not present an instruction or presents an instruction that omits many of rules and procedures.
Readability			The code is exceptionally well organized and very easy to follow.	The code is fairly easy to read.	The code is readable only by someone who knows what it is supposed to be doing.	The code is poorly organized and very difficult to read.
Documentation			The documentation is well written and clearly explains what the code is accomplishing and how.	The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code.	The documentation is simply comments embedded in the code with some simple header comments separating routines.	The documentation is simply comments embedded in the code and does not help the reader understand the code.
Delivery			The program was delivered on time.	The program was delivered a day late.	The program was delivered two days late.	The program was delivered three days late.
Efficiency			The code is extremely efficient without sacrificing readability and understanding.	The code is fairly efficient without sacrificing readability and understanding.	The code is brute force and unnecessarily long.	The code is huge and appears to be patched together.