

## Final Game Rubric

**Learning Target:** I can use p5 and the p5.play library to build a browser based video game.

Must Haves	Make It Awesome
<input type="checkbox"/> Game uses the p5.play physics engine to detect collisions, apply gravity or friction, and/or check obstacles. <input type="checkbox"/> Game contains an enemy sprite that the player must evade <input type="checkbox"/> Player interaction controlled by AWSD IJKL or the mouse. <input type="checkbox"/> Game has a win/lose condition. <input type="checkbox"/> Game uses groups of sprites and iterates through groups for game play. <input type="checkbox"/> Game runs without errors.	<input type="checkbox"/> Game contains animations for when sprites collide <input type="checkbox"/> Game can be easily reset without refreshing the window.

4 - Exceeding	3 - Meeting	2 - Approaching	1 - Not Meeting	0
Game has all Must Haves and at least 1 Make It Awesome	Game has all Must Haves.	Game has 70% of the Must Haves.	Game has less than half of the Must Haves.	No work submitted