# Presentation for Final Game Rubric

**Learning Target:** I can clearly communicate my design process through an oral presentation and visual aids.

| Must Haves | Make It Awesome |
|---|---|
| ☐ Game challenge level clearly presented: remix of meteor, coin collector, or unique game<br>☐ Game sprites clearly presented: player, how sprites interact with player<br>☐ Sprite interactions clearly presented.<br>☐ Presentation is well organized<br>☐ My visuals support what I say and are not distracting for the audience.<br>☐ I speak with a clear voice and make eye-contact while presenting.<br>☐ I am enthusiastic about my game and sell it to my audience. | ☐ Presentation includes a video or gif that demonstrates game play for the audience. |

| 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 |

**Learning Target:** I can describe and defend technical decisions I made while coding my game.

| Must Haves | Make It Awesome |
|---|---|
| ☐ I describe how a crucial function works for the audience.<br>☐ I identify a technical problem that I faced and describe my approach to solving it.<br>☐ I "own" my code and can identify areas for improvement. | ☐ Presentation highlights examples of multiple interactions that led to improvements in my code.<br>☐ I identify other possible solutions to a problem and justify my approach. |

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