

Meteor 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"/> Player sprite avoids a falling obstacle sprite <input type="checkbox"/> Player interaction controlled by WASD IJKL or the mouse. <input type="checkbox"/> Game has a losing condition. <input type="checkbox"/> Game runs without errors.	<input type="checkbox"/> Game contains a falling coin sprite to collect <input type="checkbox"/> Game increases in difficulty as score or time increases <input type="checkbox"/> Make it icy! Sprite slides on the ground like in Mario Ice levels

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 use conditional statements to create win/lose scenarios and check for sprite collisions.

Must Haves	Make It Awesome
<input type="checkbox"/> Game uses conditional statements to respond to collisions between player and falling sprites <input type="checkbox"/> Game uses conditional statements to create a lose condition	<input type="checkbox"/> Game uses conditional statement to respond to falling coin collisions <input type="checkbox"/> Game increases in difficulty as score or time increases

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