

Grader: _____

Name: _____ Hunter Casillas

Project 4 Rubric

Item	Points	Score
Does the project you turned in compile?	1	1
Does the project compile without any warnings?	2	2
Does the project do something interesting? (Explain.) I created a game called Dragon Glider where you must glide through the sky/space collecting orbs that refuel your dragon while avoiding obstacles. If you run out of boosts and fall off the screen, you lose. If you touch a black hole, you lose. You have a limited number of boosts to start, however each orb you collect increases your boost count and score. If you can collect all 50 orbs, you win. In order to propel your dragon through space you tap the screen to use a boost and tilt your phone to move your dragon left or right.	6	6
Is the coding style consistent? Did the student use whitespace consistently (indenting consistently, dividing code sections consistently, using spaces between operators consistently, etc.)? Is the code sloppy or otherwise hard to read? Too many comments? Not enough comments?	2	2
Is the UI beautiful? Are elements neatly aligned, sized, and balanced?	4	4
Was the work done on time? (20% penalty per day or fraction of a day late, but since this is due the last day of classes BYU policy requires that I only allow late work in this case if you're taking an Incomplete grade in the class)		
Other excellent extras? (Explain.) I designed the images in photoshop myself and created custom sound effects for when you collect an orb or when you hit a black hole. I also added background music.	0-3	0
Other problematic aspects? (Explain.) You are going to have to run the game on a real device because in order to move the dragon you have to tilt your phone and use the accelerometer. It looks best on an iPhone X or 11 Pro, but any iPhone should work.		
Total	≤ 15	15

Your score total must be 15 or less. You don't need to do anything extra to get 15 points. If you did something extra that is nice, it might compensate for flaws elsewhere. If you specify extra points, it needs to be for something that really is "excellent", not just interesting.

FAQ: Did I do enough work? Is my project big enough? This project is worth half of the others, so "enough" should be about half of the time spent on the others as well. If you spent half the time (approximately) on Project 4 that you spent on the other projects, then you've likely done enough.