| **RUBRIC** | **1** – Code is messy / hard to read. Major concepts / parts are missing. Several errors. Easy to tell that no true understanding is evident. | **2** – Code is neat / fairly easy to read. Some concepts / parts are missing. Some errors occur. Some understanding is evident but still some conceptual gaps are evident. | **3** – Code is very neat with spacing aiding organization. Most to all concepts are evident. No errors occur. Clear conceptual understanding is evident. Everything is working the way it's supposed to. | **4** – Code is exceptional, in terms of neatness and organization. All conceptual understanding is evident along with added features to beautify / simplify. Everything in **3** but with something to put it over the top. |
|---|---|---|---|---|
| Multi-player mode and application. | | | | |
| Number of levels / difficulty. | | | | |
| How eye-pleasing is the game? GUI, aesthetic appeal...etc. | | | | |
| User-friendliess:<br>➢ Instructions<br>➢ Controls<br>➢ Navigation | | | | |
| "Start / intro" of game:<br>➢ Flashiness<br>➢ Creativity | | | | |
| Extras: (*see above*)<br>➢ hidden levels<br>➢ power-ups<br>➢ etc… | | | | |
| User-controls:<br>➢ Keyboard<br>➢ Mouse<br>➢ Integration of both… | | | | |
| Use of functions/procedures to handle game "tasks." | | | | |

| Quality of coding (appropriateness for different items). | | | | |
|---|---|---|---|---|
| The "end" of the game. What happens and what options are available to user? | | | | |
| Quality of movement/interaction of "characters" and objects. | | | | |
| How well does game simulate and function like original? | | | | |
| What special "twists" have been added that are "game-unique?" | | | | |
| Creativity, originality and uniqueness. | | | | |
| Handling of user-errors. Looking after **EVERY** possible user outcome. | | | | |
| Peer evaluation | | | | |
| "Stranger" evaluation | | | | |
| **OVER THE TOP** | | | | |

# TOTAL:          / 68

# DUE: FRI, JUNE.3