This rubic breaks the quiz app into several key objectives. Each one is scored from 1 to 5.			
To pass, students need an avg of 3.5 (total of 21 points), and they cannot receive a 1 score on any objective			
Objective	Rate 1	Rate 3	Rate 5
User experience			
User flow	Some basic functionality of the app is broken, preventing users from navigating the quiz start to finish.	The flow of the app is clear to users, but allows for some undesirable behaviors like changing returning to previous questions or selecting multiple answers.	The app has a clear user flow from start to finish. Users can navigate from the landing page to the quiz, answering one question at a time, with the option to restart the quiz at the end.
User feedback	The user recieves inaccurate feedback, or no feedback on their answers. The score or question numbers are inaccurate or missing.	The user receives clear, consistent, accurate feedback on their answers for each question. The current score and question may not be displayed at all times.	The user recieves clear, consistent, and accurate feedback at each of stage of the quiz - their current and final score, which question they're on, whether or not their answer was correct, and what the correct answer was.
Design	The app loses some basic functionality at different viewport sizes, or forces the user to scroll horizontally. The color or font choices make the text difficult to read. The overall appearnce of the app seems unfinished.	The app maintains basic functionality across different viewport sizes. The display adjusts to avoid horizontal scrolling, but some elements may look squished or displaced. The student uses colors and font that are readable for most users, but may be difficult for visually impaired users. The overall appearance of the app could use some polish, but doesn't have any glaring issues.	The app displays correctly and maintains basic functionality across different viewport sizes, on both mobile and desktop devices. The student uses high-contrast colors and appropriate font to make the app readable for users (including users who may be visually imparied). The overall appearance of the app is polished and professional.
Technical			
Accessibility	The student does not implement a11y best practices. Basic requirements (like setting the lang attribute) are missing or incorrect.	The student attempts to implement a11y best practices, but demonstrates some confusion. Elements and role attributes may be used inappropriately.	The student implements a11y best practices when structuring their HTML. The student set the lang attribute on the HTML element and set the role attribute for any HTML5 sectioning elements. Div elements are used minimally and appropriately. The student uses semantic HTML elements when possible/appropriate. The student set the alt attribute for any images.
Rendering a form	The student does not render the questions and answer choices in a form, or structures their form in a way that impedes the basic functionality of the app.	The student uses a form to render the questions and answer choices in their app. There may be small errors in the structure of their form, but they don't impede the basic functionality of the app.	The student uses a form to render the questions and answer choices in their app. They group and label inputs appropriately.
JS architecutre	Most of the infrastructure of the app is hard-coded into the HTML. The student's JS code is messy and difficult to read. It may execute with unexpected side effects.	Much of the student's JS code is attached to a single $(documtent).ready() function, or is otherwise disorganized. The JS executes as expected.	The student's JS code is separated into single-purpose, reusable, clearly named functions.