

Unit 00 – Guitar Hero Project
Grading Rubric

Name: _____

Note Class	
1) When built, notes need to be given information that will determine what color they are, location, etc.	____ / 3
2) Notes fall from the top of the screen towards the bottom of the screen.	____ / 1
3) Notes disappear when they hit the bottom of the screen.	____ / 1
4) Notes updates score for correctly/incorrectly pressed buttons.	____ / 2
Bonus: For a better look, notes can fall at an angle. Maximum: 1 point	____ / 0
Bonus: For a better look, notes are scaled. Maximum: 1 point	____ / 0
Button Class	
1) When built, Buttons/Frets need to be given information that will determine what color they are.	____ / 1
2) When built, Buttons/Frets will keep track of which keyboard key it is associated with.	____ / 1
3) When the fret is pressed, it will make the button look like it is pressed down.	____ / 2
4) If strummed, it will delete an intersecting note.	____ / 1
5) Buttons/Frets updates score for correctly/incorrectly pressed buttons.	____ / 2
World Class	
1) The World needs to turn some music on.	____ / 1
2) The World needs to place the buttons on the screen.	____ / 1
3) The World needs to slowly generate notes randomly on the top of the screen.	____ / 2
4) The World displays a score.	____ / 2
5) The World should keep track of a number to represent how many acts have gone by.	____ / 1
6) The World should generate a new Note after some set number of acts.	____ / 2
7) When generating a Note, the World should be able to randomly generate a 1, 2, 3, 4 or 5. Based on that number, it would be that type of Note, then place that note on the correct location on the screen.	____ / 2
Bonus: To add variety, make double Notes appear. Maximum: 1 point	____ / 0
Bonus: To add variety, you can make notes appear on a specific beat. Maximum: 2 points	____ / 0
Total Score = ____ / 25	

Comments: