**Game Presentation**

**Presentation Content Rubric**

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| **Demonstration of Game**   * Explain how to play your game * Highlight game features * Demonstrate game play | **Excellent**  **90-100**  Detailed description and features | **Good**  **80-89**  Description is clear | **Acceptable**  **70-79**  Description is basic | **Insufficient**  **50**  Lack of effort is evident |
| **Description of Development Process**   * What steps did you take to complete the game? * What worked and didn’t work? * Did you use brute force programming or OOP design? * Were features added incrementally or did you create a complete design before coding? | **Excellent**  **90-100**  Detailed description of your process | **Good**  **80-89**  Description is clear | **Acceptable**  **70-79**  Description is basic | **Insufficient**  **50**  Lack of effort is evident |
| **Teaching Topic**   * Correctly teach a programming topic you had to learn in the course of building your game. * Topic suggestions: scrolling, timer, listeners, animation, graphics * Showing you code may help explain your topic | **Excellent**  **90-100**  Detailed and accurate teaching. Topic is relevant. | **Good**  **80-89**  Description is clear | **Acceptable**  **70-79**  Description is basic, errors are present | **Insufficient**  **50**  Lack of effort is evident |
| **Average:** |  |  |  |  |