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| **MANDELBROT PROJECT**  *For this assignment, you will write a program that renders a visual representation of the Mandelbrot Set, and a fractal of your choosing* | | |
| **Successes**  ***Strong areas of your work*** | **Project Requirements** | **Suggestions**  ***How you can strengthen your work*** |
|  | **Creativity and Design /5**  The game you have created has a meaningful story  You completed some research about any libraries that are needed to generate your game. You have used at least one of those libraries.  The game has instructions and they are easy to use and read.  The program includes images/pngs (not just simple shapes) that relate to the overall theme of the game.  You have displayed the score of the game and, if applicable, any other relevant details somewhere in the game’s window for the user’s reference.  Your game has a logical flow with a beginning and end that are both in line with the instructions.  The user can choose its character before entering the game. |  |
|  | **Computational Thinking /5**  You incorporate a start screen into your game (ideally, this is where the user can choose which image to set as their character.)  Code is organized and functions are used to separate different portions of code.  When appropriate, your code uses lists and loops to keep code readable and concise.  The practice “DRY” has been observed throughout.  Classes are used to organize information that relates to the game character (and the enemy, if applicable.)  Variables are used to store data when appropriate. |  |
|  | **Communication /5**  Your name, date, description, sources, and honor code are included at the top of your project  Your process is documented at the top of your code, and it is clear and concise. You include basic background information about your game as well.  You have proofread the comments throughout your code. They are generally free of basic spelling and grammatical errors.  Comments are used to  - delineate between different sections of your code  - describe each function at a minimum  - explain portions of your code that are challenging to  understand at a glance |  |
|  | **Resilient Learning /5**  You reflected on your process, areas for improvement, successes and shortcomings with a critical and objective eye.  You did ample research before consulting the teacher.  You took advantage of opportunities for early feedback before submitting your final project.  You met the benchmark days that were in your calendar.  When you sought help, it was clear that you had completed some preliminary research to try and problem solve independently. |  |

**Final Score: / 4 = out of 5**