p5.js Group Project Rubric

You have been assigned a group project: to create a p5.js game using skills we've learned in class. You will get into groups and one person will fork and share the starter repository. AI usage is allowed, but ultimately you must create your own work. The rubric below lists and describes the criteria for success and ways you can fulfill them. Click here to view and fork the repository.

Due Date: Month Date, 20XX

CRITERIA	Exceeding Standards 4	Meeting Standards 3	Approaching Standards 2	Below Standards 1-0
Functionality **x 1.0 = 4 pts**	All aspects of code run with minimal or no bugs. The code runs as intended, and the outcomes are logical.	The code runs logically, but some minor bugs may be present.	The code runs logically, but major bugs hinder execution.	Code is buggy, does not run well, and/or follows an illogical sequence.
Sophistication **x 1.5 = 6 pts**	The team makes a clear effort to creatively implement functions, loops, data structures, etc. The code is abstracted well, and demonstrates a strong grasp of JavaScript foundations.	The team demonstrates an understanding of JavaScript foundations, but applications of functions, loops, and data structures could be more thoroughly implemented.	The team demonstrates lapses in understanding of JavaScript foundations and/or does not apply them to their full potential.	The team demonstrates little to no understanding of JavaScript concepts and/or does not give much effort to apply them.
Collaboration **x 1.5 = 6 pts**	The team communicates effectively throughout the project. All team members contribute equally. Team members respect each other and come to agreements.	The team members generally communicate well, contribute equally, and support each other.	Team members may not work as well as they could and/or demonstrate lack of responsibility.	The team does not work well and/or does not accomplish much in the given time.
Organization **x 1.0 = 4 pts**	The repository is cleanly organized into folders as needed. Files are given appropriate names, and the code is visibly easy to read and follow.	The team fails to do 1 well.	The team fails to do 2 well.	The work and/or code is disorganized and hard to navigate.

Group Name: _____

Score: _____ / 20

Comments: