

# A4 Marking Rubric

GRADE	RUBRIC	A4 SVG Animation Assignment
1	/1	Submitted Files a. all files that you have produced must have your authorship stated in comments b. A4 must be linked to your table of contents page on CSUNIX c. A4 files must be submitted one by one to the myCanvas A4 drop box, with the SUFFIX .txt for example, a4.html.txt, script.js.txt and mystyles.css.txt (this allows the turnItIn app to check to make sure you've submitted original work)
1	/1	MUST submit a simple SVG graphical application or game which has some animation. MUST use <svg>. Your program has instructions clearly stated on the first page as to how to interact with the application.
1	/1	MUST have 2 types of JavaScript mouse events OR 1 mouse event and 1 keyboard event. (e.g. click, dblclick, mouseenter, mouseleave etc.)
1	/1	MUST create & remove a least ONE SVG element in real-time during the course of the app. ( i.e. must use <code>svg.appendChild(newbox)</code> and <code>svg.removeChild(box);</code> )
1	/1	MUST have an SVG element created solely with SVG components like rect, ellipse, polygon or line. Images may only be used to decorate the app.
1	/1	MUST have a state variable which changes during the course of the APP. Like the score, or number of tries or equivalent.
1	/1	MUST have an animation. Use <code>@keyframes</code> & <code>animate</code>
1	/1	MUST have an HTML component which when activated does something. E.g. Changes colour etc (use an event listener)
1	/1	MUST work on a phone's browser width.. Use bootstrap to achieve responsiveness.
1	/1	MUST be original work. No code should be copied from 3rd party sources.
<b>10 /10</b> <b>100%</b>		<b>Grade</b>