

Rubric - Game Design Project



Project-Specific Rubric

Criteria	Yes/No	Comments
The game includes at least three sprites with appropriate animations		
The game includes at least one variable that is updated during the game and affects the way the game is played		
The game has at least two backgrounds that are triggered to change by a conditional		
The draw loop has been divided up into appropriately named functions		
The program code makes use of whitespace, indentation, and comments to aid the reader		
The game is playable and works as intended		
The project guide has been fully and neatly completed		
The peer review provides useful and constructive feedback		
Peer review feedback has clearly been incorporated into the final version of the project.		

Competencies Reflection



Competency	Things to Celebrate	Things to Work On
Creativity - Consider and pursue novel ideas.		
Character - Manage deadlines and reflect on learning.		
Collaboration - Empathise with others and accept different viewpoints.		