Final Project Peer Scoring Rubric

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Per: \_\_\_

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Requirements | Points Possible | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| The Game |  |  |  |  |  |  |  |  |  |
| Let the player know if they win | 5 |  |  |  |  |  |  |  |  |
| Keep Score | 10 |  |  |  |  |  |  |  |  |
| Have a timer | 10 |  |  |  |  |  |  |  |  |
| Game starts with a direction screen for how to play | 5 |  |  |  |  |  |  |  |  |
| The game resets completely when the green flag is clicked | 5 |  |  |  |  |  |  |  |  |
| The game stops when the game is over and displays your final score | 5 |  |  |  |  |  |  |  |  |
| The game becomes more difficult as you play or has multiple levels | 5 |  |  |  |  |  |  |  |  |
| The game has obstacles and/or enemies that can be interacted with. | 10 |  |  |  |  |  |  |  |  |
| The game has at least three sprites | 5 |  |  |  |  |  |  |  |  |
| Broadcasting is used to control events | 10 |  |  |  |  |  |  |  |  |
| Overall polish and presentation | 10 |  |  |  |  |  |  |  |  |
| Daily work / Productivity (This is not peer scored) | 20 |  |  |  |  |  |  |  |  |
| Extra Credit (be voted best game in class by peers) |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| Total: |  |  |  |  |  |  |  |  |  |