

The Epic Quest Rubric																
Levels	Level 1 Does Not Meet Acceptable Standard						Level 2 Meets Acceptable Standard					Level 3 Approaching Standard of Excellence				Level 4 Standard of Excellence
	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
	Major problems exist						Minor problems exist					Minor issues exist				No issues
Game Structure and Rules	Plan and storyboard were incomplete. Game rules and goal were unclear and disorganized						Plan and storyboard reflected some attention to details Game rules and goal covered the basics					Plan and storyboard reflected the details in a consistent way. Game rules and goal were thorough and clear				Plan and Storyboard were thorough and well laid out to achieve high outputs Game rules and goal were thoughtful and engaging and incorporated flow
Start of the Game	Green Flag does not start/reset						Green flag starts but doesn't not reset the program to the initial characters position and backgrounds.					Green Flag starts and resets program to the correct characters positions but few parts weren't reset.				Green Flag starts and resets the program to the correct characters position and backgrounds.

Characters/ Sprites	The character does not provide a way for users to interact with the program.	They provide a way for the users to interact with the program, but they don't align with the program's purpose.	They function well and allow users to interact with the program, and they align well within the program purpose.	They provide the user high and efficient interaction with the program, and they effectively served the program purpose
Visual Appeal	<p>The game doesn't have backdrop.</p> <p>Little or no color were used.</p> <p>No artwork was used.</p>	<p>Some contrasting colors and backdrop were used.</p> <p>"Borrowed" artwork was used</p>	<p>Original artwork or imported images were used creatively.</p> <p>Contrasting colors and backdrops were used to give each of the program scenes a visual appeal.</p>	<p>Game artwork significantly support the content. Original artwork was used creatively</p> <p>Contrasting colors and backdrops were used to give each of the program scenes a unique visual appeal.</p>
Sound Effect	No sound effect was used.	Sound effect used, but it does not enhance the program.	Sound effect used to enhance the program.	Sound effect used effectively to enhance the program throughout all scenes.
Programming	<p>The game shows little understanding of blocks and how they work together.</p> <p>It doesn't fulfill the majority of the programming requirements to accomplish the game,</p>	<p>The game shows some understanding of the blocks and how they work together.</p> <p>It contains some of the programming requirements to accomplish the game functionalities. but it has</p>	<p>The game shows complete understanding of blocks and how they work together to meet a goal.</p> <p>It fulfills all programming requirements efficiently, free of logical and debugging errors.</p>	<p>The game shows advanced understanding of blocks and procedures.</p> <p>It contains additional programming blocks and functionalities free of logical and debugging errors.</p>

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	and has major logical and debugging problems.			some logic and debugging problems.						
Team Work	Student rarely worked with the team.			Student worked sometimes with the team.			Student worked effectively most/ all of the time with the team.			Student worked Effectively in the team, and had a significant contribution in the final game production.
Self-Assessment	0	1.25	2.5	3	3.5	4	4.25	4.5	4.75	5

Scoring Standard					
Standard / Characteristic	Rubric Score		Points		Weighted Mark
Purpose and Structure		X	15	=	
Start of the Game		X	5	=	
Characters/sprites		X	10	=	
Visual Appeal		X	10	=	
Sound Effect		X	10	=	
Programming		X	35	=	
Team Work		X	10	=	
Self-Assessment		X	5	=	
			Total 100		
			Assignment Value	100%	

Letter Grade Scale:

A+ 95.00 - 100.00 B+ 80.00 - 85.99 C+ 65.00 - 69.99 D 50.00 - 54.99

A 90.00 - 94.99 B 75.00 - 79.99 C 60.00 - 64.99 F 0.00 - 49.99

A- 85.00 - 89.99 B- 70.00 - 74.99 C- 55.00 - 59.99

Recommendations:

General Comments:
