

TERM PROJECT RUBRIC – CSIT 111

STUDENT NAME: _____ **CLASS:** _____ **SEMESTER:** _____

GAME NAME: _____ **Points:** _____

PHASE 1

Game flows logically and works Correctly – Age Appropriate	25	
Game has Win Aspect	12.5	
Game has Lose Aspect	12.5	
10 Methods/Instructions (5 pts)	50	
POWERPOINT PRESENTATION	50	

ANNIMAITON NAME: _____ **SEMESTER** _____

Animation clear start, middle, end	25	
Animation Duration is 2+ minutes	12.5	
2+ Characters interact	12.5	
10 FEATURES	50	
POWERPOINT PRESENTATION	50	

Phase 2

Items listed below must be in Game or Animation as appropriate

Animation has scene change	Billboard	Comments	Events (3 or more)
Score Keeper	Methods (3 or more)	Timer	

10 of the following Methods/Instructions are to be included in the project (note these 10 Methods/Instructions in your PowerPoint Presentation). Each one used is worth 5 points up to 50 points.

3-D Text	Functions	Parameter	Variable
Boolean Logic	List	Random Number	Vehicle Method
Collision Control	Loops	Random Motion	While Control
Dummy Camera	Math Expression	Relational Operators	Part named function
Create & Use Function	Nested Ifs	Sound	

Phase 3

PowerPoint Presentation - 15 Slides

Item	Points	
14 Slides (+ APA Slide)	14	
Classroom Presentation or ZOOM	15	
Visual Storyboard (not screen capture)	2	
Textual Storyboard	2	
Methods/Instructions included in Game	2	
Challenges	2	
Learning Experience	2	
Explanation for choice of game	2	
Question Slide	2	
APA Slide with 3 research sources and properly cited per APA Citation Assignment	7	