

	Unacceptable 0 pts	Poor 1.75 pts	Below Average 3 pts	Average 3.75 pts	Above Average 4.25 pts	Excellent 5 pts
Design	Unacceptable Correlation to the story is not recognizable.	Poor Very weak correlation between the chosen storyline and the final project.	Below Average Overall project somewhat matches the storyline chosen.	Average Overall project matches the game description.	Above Average Overall project matches the game description. The final project is a closely resembles the original story.	Excellent Overall project matches the game description. The final project is a clear reflection of the original story.
Methods	Unacceptable All programming occurs within the world.animation method.	Poor	Below Average Some methods are created to break up code, but still many things happening in each method.	Average Multiple methods are created to break up code, but still many things happening in each method.	Above Average	Excellent Multiple methods are created correctly to organize the final code.
Variables	Unacceptable Game does NOT contain any created variables.	Poor	Below Average Variables are created but not used correctly.	Average 1 variable created and used correctly.	Above Average	Excellent 2 or more variables are created and used correctly.
Functions	Unacceptable No functions are created	Poor	Below Average One function is created and used correctly	Average Two functions are created and used correctly	Above Average	Excellent 3 or more functions are created and used correctly.
Test and Debug x4	Unacceptable Code does NOT run.	Poor Code runs, but results are inconsistent -- buggy.	Below Average Code runs as expected but user-controlled events do NOT work properly.	Average Code runs as expected but game play actions are NOT consistent for chosen game theme. User-controlled events work as expected.	Above Average	Excellent Code runs as expected with no syntax or logic errors. User-controlled events work correctly. Game play actions are consistent for chosen game theme.

Documentation	Unacceptable Pseudocode not submitted	Poor	Below Average Pseudocode submitted.	Average Pseudocode complete and submitted. Basically reflects original storyline.	Above Average	Excellent Pseudocode complete and submitted. Reflects original storyline.
Creativity	Unacceptable No creative elements are used. Basic characters are the only objects presented.	Poor	Below Average Some creative elements are present	Average Many creative elements are present, but do not add to the atmosphere of the game	Above Average Many creative elements are present, and add to the atmosphere of the game	Excellent Wow! many creative elements are present that makes this a fun game to play!
Character Animation	Unacceptable Characters move little, if at all.	Poor Characters are present, move somewhat.	Below Average Character movements are choppy, not realistic at all.	Average Character movements are somewhat realistic, but still choppy.	Above Average	Excellent Way cool!
World	Unacceptable Correlation to the story is not recognizable.	Poor Very weak correlation between the chosen storyline and the final project.	Below Average Overall project somewhat matches the storyline chosen.	Average Overall project matches the game description.	Above Average Overall project matches the game description. The final project is a closely resembles the original story.	Excellent Way Cool!
Comments	Unacceptable No comments in code.	Poor Comments scattered throughout.	Below Average Basic comments are included in most of the code.	Average Basic comments are included in all the code.	Above Average Code includes comments that make the code somewhat easy to follow and modifiable if necessary.	Excellent Code includes comments that make the code easy to follow and modifiable if necessary.