Name(s)_____ Period _____ Date _____

# Color Sleuth Project Rubric

C O
D E

## Overview

The Color Sleuth lesson walks you through a scenario of two fictional students planning and writing code for an app of their design.  You are asked to mimic the code they write by transcribing from the pseudocode sketches they make along the way (the tutorial). At the end you're on your own to write code that decides how the came ends and who wins.

| Criteria | Yes | Almost | No | Comments |
|---|---|---|---|---|
| **Features Covered in Tutorial** Students are guided through building these components of the game by the tutorial. These features should be clear from quickly playing the game and reviewing the code. | | | | |
| **Game Board Changes:** Buttons change colors when any one of them is clicked, one button has a slightly different color | | | | |
| **Score Updates:** Clicking buttons updates and displays score for the correct player | | | | |
| **Switching Turns:** Players switch turns after each click - whose turn it is clearly indicated | | | | |
| **Code Style:** Code is neatly organized and broken into functions in the style suggested by the tutorial. | | | | |
| **Features Student(s) Write Independently** Students are asked to independently write code to end the game. Assessing this feature may require reading code, playing the game to its conclusion, or changing the starting score of the game to force the game to end. | | | | |
| **Game over:** UI indicates game is over | | | | |
| **Game over:** Code written so that game *can* end - contains logic to check whether game is over. | | | | |
| **Who won:** UI indicates winning player | | | | |
| **Who won:** Code contains logic to determine which player won (if game is over). | | | | |