## Popper

## Final Project Demo Rubric

	Points				
Specific Items	4	3	2	0	Weight
Components (Shield, Needle Holder, Balloon Holder, Practice Field, Robot)	All components are well made and match the requirements	Missing 1 component, messy setup, or something breaks.	Missing multiple components.	Doesn't have anything.	10%
Individual Manufacturing and Game Play (Handling of Robot, Defending, Attacking, using Shield, etc)	Device is successful in the intended game play	Works well the first time but issues arise after movement has begun.	Need to switch between programs to work. Some movements work but not others.	Does not move at all.	20%
Software Creative Userinput, Optimization for Fast movement, Preset locations, Preset movements	Exceptional and creative use of controlling the arm through software or an alternative means.	Works well. The software performs the first time but breaks after.	Some software was attempted but does not perform as intended.	Doesn't work at all.	20%
Team Cooperation	Team has successful concept of cooperation between all team members  Arm is able to seamlessly interact with its adjacent team member's arm.	Only two team members interact with the game pieces.  Arm is able to interact with the adjacent team member's arm, but has trouble repeating the action.	Only one team member can score or interacts with game pieces  Arm has trouble interacting with the team member's often but there is an attempt.	No attempt was made to interact with the team.	10%
Explanation	All team members are able to explain the function and goals of each other's robots, game pieces and game field.	Works well. Understands mostly how the program works.	Struggles to explain key points of the design.	Does not understand the basics of the design.	20%
	Exceptional explanation of the design process, and components of the user's arm.				
Unique and Creative Design or Extra Work	Exceptionally Unique Game Piece pickup, Unique Robot Control, Vision or other extra features	Semi-unique approach in one or more of the listed areas.	There was an attempt in at least one unique approach.	There was no unique or extra additions.	20%