NAME:	DRAG & DROP GAME RUBRIC:	
1. **Artwork** (list what yours is) a. Background _____ b. Images (At least 4 Objects to be dragged) 1. _____ 2. _____ 3. _____ 4. _____ c. **Text** giving direction to tell the viewer what to do_____ _____	**POINTS** **/5** **/12** **/3**	**NOTES**
2. **Quality of Artwork/Elements & Principles of Design** *(No boxes around images, placed evenly, **unity** between **color**s and images in ALL scenes, **size** of images equal in **proportion,*** **(Good=5, Average=3, Poor=1)**	**/5**	
3. **Functionality** *(Items Can be dragged from one place to another :* a. At least four objects that are dragable b. Button from title to game scene c. Button from game scene to credits d. Button from Credits back to Game Board or Title Scene E. Reset Button **Extra Credit:** Additional drag-able objects	 **/20** **/5** **/5** **/5** **/5** **2 pts/each**	
4. **Animation & Sound:** *a. Intro & Credits Move, grow, OR changes opacity,* duration should be at least 3 seconds b. **Intro. Scene** Title of Drag & Drop Game c. **Credits** Scene: "Images from, "Designed/Produced by: Your name" OCVTS DVC logo d. Music playing during Intro and/or Game Scene e. Sound Plays when object is dropped	 **/10** **/5** **/5** **/5** **/5**	
5. **Questions** *(Answer the following):* a. Should the **actions** be on its own layer? _____ b. What does **F9** do? _____ d. What type of symbol is needed to drag an object? _____ e. What is an instance name? _____	 **/15**	
6. Submission: 1. .SWF file turned-in digitally to Google Classroom (File->Publish) 2. .FLA file turned-in digitally to Google Classroom 3. Reflection as private comment: 1. Did you consider this project more difficult than the last? Why? 2. How much would you charge someone to make them this app?	 **/5** **/5** **/10**	
Total Points (Late=-5)	**/135**	