

NAME:		DRAG & DROP GAME RUBRIC:	
1. Artwork (list what yours is)		POINTS	NOTES
a. Background _____		/5	
b. Images (At least 4 Objects to be dragged)		/12	
1. _____			
2. _____			
3. _____			
4. _____			
c. Text giving direction to tell the viewer what to do _____		/3	
2. Quality of Artwork/Elements & Principles of Design (No boxes around images, placed evenly, unity between colors 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 draggable		/20	
b. Button from title to game scene		/5	
c. Button from game scene to credits		/5	
d. Button from Credits back to Game Board or Title Scene		/5	
E. Reset Button		/5	
Extra Credit: Additional drag-able objects		2 pts/each	
4. Animation & Sound:			
a. Intro & Credits Move, grow, OR changes opacity, duration should be at least 3 seconds		/10	
b. Intro. Scene Title of Drag & Drop Game		/5	
c. Credits Scene: "Images from, "Designed/Produced by: Your name" OCVTS DVC logo		/5	
d. Music playing during Intro and/or Game Scene		/5	
e. Sound Plays when object is dropped		/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)		/5	
2. .FLA file turned-in digitally to Google Classroom		/5	
3. Reflection as private comment:		/10	
1. Did you consider this project more difficult than the last? Why?			
2. How much would you charge someone to make them this app?			
Total Points (Late=-5)		/135	

