

NAME:	DRAG & DROP GAME RUBRIC:	
	POINTS	NOTES
1. <u>Artwork</u> (list what yours is) <ol style="list-style-type: none"> Background _____ Images (At least 4 Objects to be dragged) <ol style="list-style-type: none"> _____ _____ _____ _____ Text giving direction to tell the viewer what to do_____ 	/5 /12 /3	
2. <u>Quality of Artwork/Elements & Principles of Design</u> <i>(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)</i>	/5	
3. <u>Functionality</u> (<i>Items Can be dragged from one place to another :</i>) <ol style="list-style-type: none"> At least four objects that are dragable Button from title to game scene Button from game scene to credits 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. <u>Animation & Sound:</u> <ol style="list-style-type: none"> <i>Intro & Credits Move, grow, OR changes opacity, duration should be at least 3 seconds</i> Intro. Scene Title of Drag & Drop Game Credits Scene: "Images from, "Designed/Produced by: Your name" OCVTS DVC logo Music playing during Intro and/or Game Scene Sound Plays when object is dropped 	/10 /5 /5 /5 /5	
5. <u>Questions</u> (<i>Answer the following:</i>) <ol style="list-style-type: none"> Should the actions be on its own layer? _____ What does F9 do? _____ What type of symbol is needed to drag an object? _____ What is an instance name? _____ 	/15	
6. <u>Submission:</u> <ol style="list-style-type: none"> .SWF file turned-in digitally to Google Classroom (File->Publish) .FLA file turned-in digitally to Google Classroom Reflection as private comment: <ol style="list-style-type: none"> Did you consider this project more difficult than the last? Why? How much would you charge someone to make them this app? 	/5 /5 /10	
Total Points (Late=-5)	/135	

