|  |  | **Rubric - Game Design Project** | logo-teal.png |
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## Project-Specific Rubric

| **Criteria** | **Yes/No** | **Comments** |
| --- | --- | --- |
| The game includes at least three sprites with appropriate animations |  |  |
| The game includes at least one variable that is updated during the game and affects the way the game is played |  |  |
| The game has at least two backgrounds that are triggered to change by a conditional |  |  |
| The draw loop has been divided up into appropriately named functions |  |  |
| The program code makes use of whitespace, indentation, and comments to aid the reader |  |  |
| The game is playable and works as intended |  |  |
| The project guide has been fully and neatly completed |  |  |
| The peer review provides useful and constructive feedback |  |  |
| Peer review feedback has clearly been incorporated into the final version of the project. |  |  |

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|  |  | **Practices Reflection** | logo-teal.png |
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| **Practice** | **Things to Celebrate** | **Things to Work On** |
| --- | --- | --- |
| **Problem Solving** |  |  |
| **Persistence** |  |  |
| **Creativity** |  |  |
| **Collaboration** |  |  |
| **Communication** |  |  |