

**Computer Magnet
Game Maker Project**

Name: _____
File Location /
Name: _____

Grading Rubric - In this assignment, you will design and build a program in Game Maker.

After completing your program, complete this sheet and turn it in.

<u>Item</u>	<u>Points</u>
Daily work – here, on-time, on-task, good conduct (2 pts per day). (25 pts)	_____
The program exhibits a unique idea. (10 pts)	_____
The program matches the project’s initial vision. Reasons for changes from the initial vision are explained. (10 pts)	_____
Organization - the program is structured, organized, and complete. (10 pts)	_____
Design principles – accepted design principles are used throughout the program. (10 pts)	_____
Graphics / Animated GIFs – the program uses sprites (a graphic and/or animated GIF) that you created. Specify below which sprites you created. (10 pts)	_____
Resources – images, animated gifs, backgrounds, multimedia, and all other content is high quality and appropriate. (20 pts)	_____
Program usability – the program is easy to use. (10 pts)	_____
Storyline – the game is consistent with the storyline developed during planning. (10 pts)	_____
Documentation – Instructions and help functions are provided for users. (20 pts)	_____
Game options – game icons, room captions, creator information, high scores, and all other game information and options are complete. (15 pts)	_____
The program is free of errors. (20 pts)	_____
An executable file (*.exe) has been created. (10 pts)	_____
Class presentation – practiced, easy to hear & understand, explains & shows all program functionality. (20 pts)	_____
TOTAL POINTS (200 POSSIBLE)	<input type="text"/>