

**Grading Rubric** – For this project, you will use development tools of your choosing to design and build a final program that is **interactive**. This means that the user determines what happens in the program.

- **Content** – the content can be any thing that you choose - as long as the program allows the user to determine the course of the experience (decisions made by the user will determine what the program does).
- **Development tools** – You can use any development tools you want. Extra points will be awarded if the project can be accessed via the internet **or** incorporates excellent graphics (like 3D animations from Mr. Esparza’s class).

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

Item		Points
The project exhibits a unique idea. (15 pts)		
Organization - the final product is <b>structured, organized, and complete</b> . (20 pts)		
Design principles – accepted design principles are used throughout the program. (25 pts)		
Resources – images, graphics, multimedia, and all other content is high quality and appropriate. (25 pts)		
Platform – the program can be used on the Internet or incorporates graphics from the 3D Design class. (10 pts)		
Usability – the program is easy to use. (15 pts)		
Use of interactivity – the program allows the user to interact with the program and determine the course of the experience. (15 pts)		
Documentation – <b>Instructions</b> and <b>Help</b> functions are provided for users. (20 pts)		
Names - all program components have <b>descriptive names</b> . (10 pts)		
Code – All code is well structured for reading. <b>Comments</b> are used to explain what the code does. (15 pts)		
The program is free of errors. (20 pts)		
<b>TOTAL POINTS (190 POSSIBLE)</b>		

**PRESENTATION**

The presentation is practiced and polished. (3 pts)		
The presentation shows all functionality of the program. (4 pts)		
Audience questions are answered concisely and completely. (3 pts)		
<b>Total Presentation Points (10 Possible)</b>		