Name:
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## Java CYA Game Project Rubric

Category	Beginning (1)	Developing (2)	Proficient (3)	Exceptional (4)
Content Area Concepts	Does not include ideas about the subject area or ideas are incorrect	Includes a few ideas about the subject, shows some understanding	Focuses on and understands important concepts about the subject matter	Makes important connections between subject area concepts, shows indepth understanding
Project Design	Story is not consistent and text is hard to read  No clear purpose of project or organization Has less than 20 rooms	Story is somewhat consistent and text is mostly readable Has some sense of purpose and structure Has between 21 and 27 rooms	Story is consistent and text is readable Has clear purpose, makes sense, has structure Has 28+ rooms	Story is consistent and text is laid out perfectly Has multiple layers or complex design Has 30 + rooms
	Project shows little understanding of code	Project shows some understanding of code	Project shows understanding of code	Project shows advanced understanding of code
Programming	Lacks organization and logic Has several bugs	Has some organization and logic May have a	Is organized, and logical	Uses additional programming techniques
	rias severai bugs	couple bugs	is debugged	well organized, logical, and debugged
Process	Student did not get involved in design process Did not use project time well and did not meet deadlines	Student tried out the design process Used project time well sometimes and met some deadlines	Student used design process (stated problem, came up with ideas, chose solution, built and tested, presented results)	Student made significant use of the design process Used project time constructively, finished early or added additional
	Did not collaborate	Collaborated at times	Used project time constructively, met deadlines Collaborated	elements Found ways to collaborate beyond class structure

Score:\_\_\_\_ x 6.25 = Final Score:\_\_\_\_ / 250 = Percentage: \_\_\_\_