You have two choices in what you want to program. You can either program a Madlib or a choose your own adventure story. We are giving quick guidelines here but this is not my way of saying this is exactly how you need to do something. These are guidelines, if you turn in a quality program that you can defend it will still get high marks. You know what a QUALITY program looks like, and that is what is expected of you here.

Madlibs: For the three madlibs, they need to be in the same program with the person playing the game picking the madlib that they want to attempt to start off the program. The madlibs must use windows to ask for the inputs (vowel, name, etc). The madlibs need to be well thought out using a minimum of 8 selections in each story.

Choose your own adventure: For the choose your own adventure the story must be told inside windows with buttons allowing the player to make their selections. The story does need an end point, or a way to "win" the story.

Category	Beginning (1)	Developing (2)	Proficient (3)	Exceptional (5)
Code	Few required elements present	Some of the required elements present.	Most required elements present.	All required elements present. Windows, multiple branches or madlibs, goto[], inputs, and let.
Design	Few design principles are present.	Some design principles are present.	Most design principles are present.	Code clearly demonstrates design principles (consistent alignment, proximity, contrast, and repetition)
Content	Many grammatical or spelling errors	More than 2 grammatical or spelling errors	1-2 grammatical or spelling errors	No grammatical or spelling errors
Length	Only one madlib that is not fully formed, or a choose your own adventure with less than 3 choices.	1 Madlib or less than 5 choices.	2 Madlibs, or less than 8 choices.	3 Madlibs or more than 12 choices.
Windows *Extra Credit*	No Windows	Only 1 window	a few windows	Windows used in every step of the story.

Comments: