

Name: _____

Python CYA Game Rubric

You are to create a choose your own adventure text based game. It must have at least 15 decisions to make and be able to restart without re-running the program. The game must have a true way to win.

Category	Beginning (1)	Developing (2)	Proficient (3)	Exceptional (4)
Errors	___ More than 10 errors	___ Between 5 and 10 errors.	___ Between 1 and 4 errors.	___ No errors
Story	___ Story made no sense	___ Story made some sense	___ Story mostly made sense	___ Story made sense
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	___ Less than 10 rooms	___ Less than 20 rooms	___ Between 20 and 29 rooms	___ 30 or more rooms
Process	___ Did not use project time well and did not meet deadlines	___ Used project time well sometimes and met some deadlines	___ Used project time constructively, met deadlines	___ Used project time constructively, finished early or added additional elements

Comments:

Score: ___ x 7.5 = Final Score: ___ / 300