

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 (5)
<b>Errors</b>	___ More than 10 errors	___ Between 5 and 10 errors.	___ A few errors	___ No errors
<b>Story</b>	___ Story made no sense	___ Story made some sense	___ Story mostly made sense	___ Story made sense
<b>Content</b>	___ Many grammatical or spelling errors	___ More than 2 grammatical or spelling errors	___ 1-2 grammatical or spelling errors	___ No grammatical or spelling errors
<b>Length</b>	___ Less than 10 prompts	___ Only had 10 prompts	___ Between 10 and 14 prompts	___ 15 or more prompts
<b>Process</b>	___ 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 5 = Final Score: \_\_\_\_\_ / 100