Journey Grading Rubric

Phase 1 (Game Basics):

_____ (10) Traveler can move in all 4 directions.

_____ (10) Walls are reasonably placed so chasers can move freely/not a maze.

_____ (10) Chasers chase the Traveler and do not just move randomly on the floor.

_____ (10) Traveler is killed by being next to a chaser.

_____ (10) When the traveler dies, the user sees a message that tells him/her the game is over, and the game re-sets.

_____ (15) Traveler wins when he collects all the goals, the user is notified and the game resets.

_____ (10) More than 4 goals on placed on the game board.

_____ (10) Effort is put into drawing the agents.

_____ (15) Theme is consistent and is shown in moving agents, background agents, controller/goal.

Required Points: _______ / 100

Phase 2 (Ice Arrows):

_____ (10) Traveler shoots ice arrows

_____ (10) Chaser freezes when hit with ice arrow for a given time (stops moving).

_____ (10) Chaser resumes chase after given time.

Required Points: _______ /30

Bonus Points

_____ (5) More than one depiction of chaser is used.

_____ (5) Traveler changes to face the direction it’s moving.

_____ (5) Agent randomly generates new chasers.

_____ (25) Agent or collection of all goals takes you to new level with new agents.

Bonus Points: _______ / 40

Total: _______ / 130