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## Multimedia Project : Pacman

| CATEGORY | 4 | 3 | 2 | 1 |
|---|---|---|---|---|
| **Artwork** | Artwork shows effort and is 3D and/or creative (not the standard Pacman, Ghosts, etc.) | Artwork shows effort, but is not 3D or especially creative. | Some effort is evident in artwork, though some agents may be overly simple. | Little effort in artwork. |
| **Programming - Movement** | Pacman has user-controlled movement, depiction changes with movement, and ghosts chase Pacman (Diffusion). | Pacman has user-controlled movement, depiction changes with movement, Ghosts move randomly. | Pacman has user-controlled movement, but depiction may not change or ghost movement has problems. OR Pacman can move through walls. | 2 or more issues with movement. |
| **Programming - Pellets** | Pacman "eats" the pellets and SuperPellets that change ghosts somehow. | Pacman "eats" pellets, no superpellets. | Pacman does not "eat" pellets, but can move over them. | There are no pellets or Pacman can't move over them. |
| **Programming - End of Game** | Game ends when Ghost deflates Pacman or all pellets are "eaten." User is taken to next level (Game ends after next level). | Game ends when Ghost deflates Pacman or all pellets are "eaten." User sees Game Over message and worksheet resets. | Game ends in only one situation or user is not notified/game is not reset. | Game does not end. |

Date Created: **June 09, 2010**