



Rubric ID: 1892905

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Web Site Design : Frogger Game Design

CATEGORY	4	3	2	1
Agent Design	All agents show effort and are extremely well-drawn.	Most agents show effort and are well-drawn.	A few agents show effort, but many reflect little agents.	Almost all agents show little effort and/or some agents are missing.
Movement	Frog, trucks, lily pads, and logs all move as they are expected to. Trucks, lily pads, and logs move at a reasonable rate.	Trucks, logs, or lily pads move too fast or too slow.	All moving agents move, but frog hesitates (due to a long "wait") or two agents moves too fast or too slow. Some agents may be programmed without the "% chance" and therefore move in unison.	3 or more agents move too fast or too slow or frog hesitates and some agents move in unison.
Tunnels-Generate	All generative tunnels create agents as expected and at a reasonable rate.	All generative tunnels create agents, but 1 may generate agents too fast or too slow.	All generative tunnels create agents, but 2 may generate agents too fast or too slow.	One or more generative tunnels do not create agents as expected.
Tunnels-Absorb	All absorbing tunnels absorb agents as expected and user can see the agent on the road/river before it is absorbed.	All absorbing tunnels absorb agents as expected but user can't easily see the agent on the road/river before it is absorbed.	All tunnels absorb, but may absorb agents when they are on top of or pass the tunnels.	1 or more tunnels do not absorb agents.
Death/Win	Frog dies and wins when expected to. When the frog wins or dies, the agent's appearance changes, a message appears, and the game resets.	Frog dies and wins when expected to. When the frog wins or dies, the agent's appearance changes, but it may be hard to see. All other requirements are met.	Frog dies and wins when expected to. When the frog wins or dies, the agent's appearance does not change, but all other requirements are met.	2 or more requirements have not been met.
Transport	Logs and lily pads alternate and move in opposite directions and transport the frog as expected.	Logs and lily pads do not alternate.	Logs and lily pads do not move in opposite directions.	Logs and/or lily pads do not transport.

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