Space Invaders Success Criteria Sheet

First and Last Name of Game Designer:
Period:
Grade:

First and Last Names of Evaluators: Comments:
1. 
2. 

Instructions:
- Mark a minus (-) and circle the number for items that do not meet proficiency and add detailed comments please.
- Add your initials by each item that is proficient, which meets the basics of the skill listed. Do not initial items not finished.
- Mark a plus (+) and add your initials for work that goes above and beyond the basics of each item, and add detailed comments as to why you believe the skill is advanced.

Proficient:
1. Created basic agents (background, laser canon, ground, laser, and sky (laser destroyer)) and placed on worksheet.

2. The Programmed Laser Cannon and Laser to Absorb.

3. Created and programmed mother ship and laser Collision.

4. Created and programmed alien swarm (Scripting) and bombs (Generate).

5. Ending the game (Polling).

Advanced topics:
6. Shields with either the lasers shooting through and/or Absorbing after a number of hits.

7. Multiple levels with difficulty increasing per level

8. Score counter