Sokoban Success Criteria Evaluation Sheet

Name of Game Designer:

Period:

Grade:

First and Last Name of Evaluators: Comments:
1. -

2. -

Instructions:
- Mark a minus (-) and circle the number for items that do not meet proficiency adding detailed comments please.
- Add your initials by each item that works proficiently. Do not initial items that are not finished.
- Add a plus (+) to the initials for work that goes above and beyond with detailed comments why.

Proficient:
1. Basic agents created (Sokoban, floor, wall, box, target(s))

2. Movement on the floor (the Sokoban)

3. Push (Step 1: See box, Step 2: Push box, and Step 3: Move Sokoban)

4. Moving on Target(s) /Destination(s) (Absorb or not?)

5. Game ending (Polling)

Advanced Extensions (Be creative):
• Step Counter

• Add Frogger Computational Thinking patterns (Absorb, Generate, Collision, and/or Transport)

• Multiple Levels with difficulty increasing per level