

**Solution Design**  
**Project Rubric**

**Student Name:** \_\_\_\_\_  
**File Location / Name:** \_\_\_\_\_

**Grading Rubric** – For this project, you will use any tools that you choose to design and build a **program** that is **interactive** (the user determines what happens; i.e. they aren't watching a video).

- **Development tools** –use your choice of tools to develop the program.
- **Content** – the content is anything that you would like to create, as long as: **1)** the user is in charge of how the experience proceeds **2)** your program demonstrates skills that you learned this semester **3)** the program enhances the reputation of the Computer Magnet. For example, this means that you cannot make a shooting game.

**After completing your project, complete this sheet and turn it in.**

<u>Item</u>	<u>Points</u>
Daily work – here, on-time, on-task (2 pts per day). (35 pts)	_____
The project demonstrates a unique idea and design. (10 pts)	_____
The final product matches the initial vision for the project. Explanation is provided for changes in the vision. (10 pts)	_____
Organization - the final product is structured, organized, and complete. (15 pts)	_____
Design principles – accepted design principles used throughout the project. (10 pts)	_____
Resources – images, graphics, multimedia, and all other content is high quality and appropriate. (20 pts)	_____
Project usability – the project is easy to use. (10 pts)	_____
Use of interactivity – the program allows the user to interact with the project and determine the course of the experience. (10 pts)	_____
Documentation – <b>Instructions</b> , an <b>About</b> page and <b>Help</b> functions are provided for users. The Instruction page should explain how to use the program. The About page should introduce the creators, date made, tools used, and the purpose of the program. (20 pts)	_____
All program objects have descriptive names. (10 pts)	_____
Code – All program code is well structured for reading. <b>Comments</b> are used to explain what the code does. (10 pts)	_____
The project is free of errors. (20 pts)	_____
Class presentation – practiced, easy to hear & understand, explains & shows all program functionality, demonstrates in detail how 1 aspect of the program was made. (20 pts)	_____
<b>TOTAL POINTS (200 POSSIBLE)</b>	<input type="text"/>