

Grading Rubric – For this project, you will use development tools of your choosing to design and build a final program that is **interactive**. This means that the user determines what happens in the program.

- **Content** – the content can be any thing that you choose - as long as the program allows the user to determine the course of the experience (decisions made by the user will determine what the program does).
- **Development tools** – You can use any development tools you want. Extra points will be awarded if the project can be accessed via the internet **or** incorporates excellent graphics (like 3D animations from Mr. Esparza’s class).

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

Item		Points
The project exhibits a unique idea. (15 pts)		
Organization - the final product is structured, organized, and complete . (20 pts)		
Design principles – accepted design principles are used throughout the program. (25 pts)		
Resources – images, graphics, multimedia, and all other content is high quality and appropriate. (25 pts)		
Platform – the program can be used on the Internet or incorporates graphics from the 3D Design class. (10 pts)		
Usability – the program is easy to use. (15 pts)		
Use of interactivity – the program allows the user to interact with the program and determine the course of the experience. (15 pts)		
Documentation – Instructions and Help functions are provided for users. (20 pts)		
Names - all program components have descriptive names . (10 pts)		
Code – All code is well structured for reading. Comments are used to explain what the code does. (15 pts)		
The program is free of errors. (20 pts)		
TOTAL POINTS (190 POSSIBLE)		

PRESENTATION

The presentation is practiced and polished. (3 pts)		
The presentation shows all functionality of the program. (4 pts)		
Audience questions are answered concisely and completely. (3 pts)		
Total Presentation Points (10 Possible)		