

Name:

Due Date:

BEGINNING CONSTRUCT

STANDARD 4: Game Design

Understand how to create a game description.
 Understand design documents and the necessary principles to create them.
 Create a game description and design document.

STANDARD 5: Digital Gaming Software

Understand and use Construct.
 Use software to explore sprite creation, background, layouts, layers and objects.
 Demonstrate the ability to add events and actions to instances.
 Understand the purpose of events and the different types of events.
 Understand the purpose of actions and the different types of actions.
 Create a layout with the necessary objects and coding necessary for the game to work.

1 Not Proficient	Student missing critical skills in order to create a game in Construct.	
7 Proficient	<p>Completes and submits a design document for the project.</p> <p>Create a player, monster and "bullet" objects of your own. If you choose to use a bullet or gun as a weapon for your player the grade will be no higher than a proficient.</p> <p>Use Flash to create objects and export as .png files</p> <p>Create a game using only the online instructions, excluding teachers additional changes worksheet.</p> <p>Game works as it should.</p>	
8	<p>Completes and submits a design document for the project.</p> <p>Create a player, monster, explosion, background and "bullet" objects of your own. If you choose to use a bullet or gun as a weapon for your player the grade will be no higher than a proficient.</p> <p>Use Flash to create objects and export as .png files</p> <p>Create a game using only the online instructions, excluding teachers additional changes worksheet.</p> <p>Game works as it should.</p>	
9	<p>Completes and submits a design document for the project.</p> <p>Create a player, monster, explosion, background and "bullet" objects of your own. If you choose to use a bullet or gun as a weapon for your player the grade will be no higher than a proficient.</p> <p>Use Flash to create objects and export as .png files</p> <p>Create a game using both the online instructions and the additional changes worksheet.</p> <p>Game works as it should.</p>	
10 Exceeds	<p>Completes and submits a design document for the project.</p> <p>Create a player, monster, explosion, background and "bullet" objects of your own. If you choose to use a bullet or gun as a weapon for your player the grade will be no higher than a proficient.</p> <p>Use Flash to create objects and export as .png files</p> <p>Create a game using both the online instructions and the additional changes worksheet.</p> <p>Game works as it should.</p> <p>Characters and game not only work smoothly but the design idea is creative.</p>	