

Name:

Due Date:

FLAPPY BIRD

1 Not Proficient	Student missing critical knowledge in order to create a platformer game.	
Proficient 7	Student has an approved design document. There is a start screen with a play button that leads to the game. There are the following objects: bird, background, tile1, tile2, pipe1 and pipe 2 Pipes appear but not how they should appear. There is a score that gives points. The bird flies when mouse is clicked. The bird dies when hitting tiles or pipe. Only online tutorial used.	
8	Student has an approved design document. There is a start screen with a play button that leads to the game. There are the following objects: bird, background, tile1, tile2, pipe1 and pipe 2 Pipes appear correctly. There is a score that gives points and works correctly The bird flies when mouse is clicked. The bird dies when hitting tiles or pipe. Only online tutorial used.	
9	Student has an approved design document. There is a start screen with a play button that leads to the game. There are the following objects: bird, background, tile1, tile2, pipe1 and pipe 2 Pipes appear correctly. There is a score that gives points and works correctly The bird flies when mouse is clicked. The bird dies when hitting tiles or pipe. Both online tutorial and additional instructions are used.	
10 Exceeds	Student has an approved design document. There is a start screen with a play button that leads to the game. There are the following objects: bird, background, tile1, tile2, pipe1 and pipe 2 Pipes appear correctly. There is a score that gives points and works correctly The bird flies when mouse is clicked. The bird dies when hitting tiles or pipe. Both online tutorial and additional instructions are used. As a whole, the character design and game are presented well.	

Standard 4: Game Design and Standard 5: Digital Gaming Software