

Name:

Due Date:

PLATFORMER

1 Not Proficient	Student missing critical knowledge in order to create a platformer game.	
Proficient 7	Student has a unique player. Three layouts are created and connected to each other. There is a working jump through option. There is an enemy that moves correctly. The player has all five mirrored movements, with two run animations. Correct origin point Player flashes when hitting enemy. Completes online tutorial and additional instructions.	
8	Student has a unique character player. Three layouts are created and connected to each other. There is a working jump through option. There is an enemy that moves correctly. The player has all five mirrored movements, with two run animations. Correct origin point Player flashes when hitting enemy. Completes online tutorial and additional instructions. A few basic actions and events are added to enhance the game.	
9	Student has a unique player. Three layouts are created and connected to each other. There is a working jump through option. There is an enemy that moves correctly. The player has all five mirrored movements, with two run animations. Correct origin point Player flashes when hitting enemy. Completes online tutorial and additional instructions. Advanced additional events and actions to enhance the game.	
10 Exceeds	Student has a unique player. Three layouts are created and connected to each other. There is a working jump through option. There is an enemy that moves correctly. The player has all five mirrored movements, with two run animations. Correct origin point Player flashes when hitting enemy. Completes online tutorial and additional instructions. Advanced additional events and actions to enhance the game. Student shows a higher understanding of layouts and event sheet content.	

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