

ASSESSMENT

RUBRIC

BUILDING AN OBSTACLE COURSE IN FORTNITE CREATIVE:

Collision Detection, Triggers, and Events

	Developing	Competent	Proficient	Distinguished
Project Content / Learning Objectives	Project does not convey the required information or understanding as it pertains to the learning objectives.	Project shows a basic understanding of the use of collisions, triggers, and events.	Project reflects understanding of collisions, triggers, and events in a game environment. An obstacle course with several examples is presented.	Project reflects exemplary understanding and application of events, triggers, and loops.
Project Development/ Functionality	Project does not work, or has major flaws that prevent its intended use.	Project demonstrates basic functionality, and has only minor flaws.	Project functions in the way the student intended, and accomplishes the task of incorporating several examples of traps and other devices to demonstrate collisions, triggers, and events.	Project is functional and refined, with extra features that exceed the requirement. Creation is a multi-level obstacle course demonstrating a variety of devices incorporating collisions, triggers, and events.
Project Aesthetics	Project requires more attention to the layout and design as well as the integration of devices to create a visual obstacle course.	Project shows some attention to layout/design and obstacle course puzzles, but is incomplete or lacking in some aspects organization or aesthetic appeal.	Project is well organized and pleasing to the eye. The obstacle course is inviting and visually appealing.	Beautiful design and approach to creating a visually stunning obstacle course experience. The variety of ideas incorporated enhances the aesthetics.
Reflection	Student demonstrates difficulty describing collision events and triggers.	Student can mostly describe/ reflect upon the basics of collisions, triggers, and events, but is lacking in clarity/comprehensiveness of explanation.	Student provides a thoughtful reflection on how collisions, events, and triggers function in Fortnite Creative. Student has a good understanding of how this translates to coding in general.	Student can eloquently explain the concepts of collision events and triggers in the context of creating an obstacle course to demonstrate the concepts. Student demonstrates a clear understanding of how this activity relates to the coding concepts.