

# ASSESSMENT

## RUBRIC

### CREATING A TOWER ESCAPE TRIVIA GAME IN FORTNITE CREATIVE:

#### Creating a Scoring System Using Variables

	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 functions and how they can be represented in the game.	Project reflects understanding of functions and coding and how that can be accomplished through the use of the sequencer to initiate a function in the game.	Project reflects exemplary understanding and application of functions through the gameplay. Mastery of the learning objectives are met or exceeded.
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 provides general guidance for the end user.	Project is functional and refined, with extra features that exceed the requirements.
Project Aesthetics/ Design	Project requires more attention to the look and feel of the experience as well as the general design.	Project shows some attention to aesthetics and thoughtful design, but is incomplete or lacking in some aspects of layout and design.	Project is well organized and pleasing to the eye; the design makes sense in the context of the activity and creates a well designed experience for the player.	Beautiful design. The environment is inviting and provides the user with an engaging world to explore in order to experience the puzzle activities.
Reflection	Student demonstrates difficulty describing functions and the connection between code and this activity.	Student can mostly describe/ reflect upon the basics of functions, and has a general understanding of how that translates to this activity.	Students provides a thoughtful reflection/ explanation of the functions and how sequencers model functions in Fortnite Creative.	Student can eloquently explain (and apply) the concept of functions related to the use of sequencers to model them, and how that generalizes to coding.