EVIL CLUTCHES TUTORIAL - GRADING RUBRIC   TOTAL 125 POINTS

POINTS	VOCUBULARY	HYPOTHESIS/EVALUATION	SHOW/PRESENT GAME BUILD
50		STUDENT GENERATES REASONABLE HYPOTHESIS STATEMENTS BASED ON PROGRAMMING PROPERTIES WITH HIGH DETAIL. HYPOTHESIS STATEMENTS TEST VALID WITH DETATILED EVALUATION .	GAME HAS ALL RESOURCES LISTED IN TUTORIAL, WITH CORRECT USE OF NAMING CONVENTIONS. OBJECT PROPERTIES ALL WORK BASED ON THE PROGRAMMING AND THE DECRIPTIONS IN THE TUTORIAL.
40		HYPOTHESIS STATEMENTS ARE REASONABLE. STUDENT CITES PROPERTIES WITH JUST ENOUGH DETAIL TO SHOW CAUSE AND EFFECT. HYPOTHESIS TESTS INVALID, BUT STUDENT CAN EXPLAIN AND MAKE CORRECTIONS IN AN EVALUATION	GAME HAS ALL RESOURCES LISTED IN TUTORIAL, WITH NO MORE THAN ONE NAMING CONVENTION ERROR. OBJECT PROPERTIES ALL WORK BASED ON THE PROGRAMMING AND THE DECRIPTIONS IN THE TUTORIAL.
30	**25 PT. MAXIMUM** ALL VOCABULARY ACCURATELY TRANSPOSED TO TUTORIAL GUIDES.	HYPOTHESIS STATEMENTS ARE REASONABLE BUT LACK CONNECTION TO PROPERTIES. BARELY ENOUGH DETAIL TO SHOW CAUSE AND EFFECT. HYPOTHESIS TESTS VALID OR INVALID, BUT LACKS DETAIL NEEDED TO SUPPORT THE EVALUATION.	GAME HAS ALL RESOURCES LISTED IN TUTORIAL. NO MORE THAN THREE NAMING ERRORS. THERE MAY BE NO MORE THAN ONE PROBLEM IN THE GAME TEST, BASED ON ERRORS IN PROPERTIES FOR SPRITES, OBJECTS, OR OTHER RESOURCES.
20	NEW VOCUBULARY NOT ACCURATELY TRANSPOSED. SEVENTY-FIVE PERCENT OR LESS COMPLETE.	HYPOTHESIS STATEMENTS ARE NOT REASONABLE AND DO NOT CONNECT TO PROPERTIES. EVALUATIONS LACK DETAIL TO SUPPORT A CLAIM OF VALIDITY.	GAME RESOURCE INCOMPLETE OR NOT PROPERLY NAMED. NUMEROUS ERRORS IN THE GAME PROPERTIES EXIST, MAKING THE GAME UNPLAYABLE.
10	NEW VOCUBULARY NOT ACCURATELY TRANSPOSED. FIFTY PERCENT OR LESS COMPLETE.	LITTLE OR NO EFFORT TO EXPLAIN CAUSE AND EFFECT IN HYPOTHESIS STATEMENTS AND LITTLE EFFORT IN EVALUATION.	AN ATTEMPT WAS MADE TO BUILD THE GAME, BUT VERY LITTLE IS COMPLETED.
0	VERY LITTLE OR NO EFFORT IN TRANSPOSING VOCABULARY.	TOTAL LACK OF EFFORT IN WRITING HYPOTHESIS OR EVALUATION STATEMENTS.	TOTAL LACK OF EFFORT IN COMPLETING THE GAME BUILD BASED ON THE TUTORIAL.