

Journey Grading Rubric



Phase 1 (Game Basics):

- ____ (10) Traveler can move in all 4 directions.
- ____ (10) Walls are reasonably placed so chasers can move freely/not a maze.
- ____ (10) Chasers chase the Traveler and do not just move randomly on the floor.
- ____ (10) Traveler is killed by being next to a chaser.
- ____ (10) When the traveler dies, the user sees a message that tells him/her the game is over, and the game re-sets.
- ____ (15) Traveler wins when he collects all the goals, the user is notified and the game resets.
- ____ (10) More than 4 goals on placed on the game board.
- ____ (10) Effort is put into drawing the agents.
- ____ (15) Theme is consistent and is shown in moving agents, background agents, controller/goal.

Required Points: _____ / 100

Phase 2 (Ice Arrows):

- ____ (10) Traveler shoots ice arrows
- ____ (10) Chaser freezes when hit with ice arrow for a given time (stops moving).
- ____ (10) Chaser resumes chase after given time.

Required Points: _____ /30

Bonus Points

- ____ (5) More than one depiction of chaser is used.
- ____ (5) Traveler changes to face the direction it's moving.
- ____ (5) Agent randomly generates new chasers.
- ____ (25) Agent or collection of all goals takes you to new level with new agents.

Bonus Points: _____ / 40

Total: _____ / 130

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