Sokoban Success Criteria Sheet

Name of Game Designer:

Period:

Grade:

First and Last Name of Evaluators: Comments:
1. -

2. -

Instructions:
-Mark a minus (-) and circle the number for items that do not meet proficiency adding detailed comments please.
-Add your **Initials** by each item that works proficiently. Do not initial items that are not finished.

Proficient:
1. Basic agents created (Sokoban, floor, wall, box, target(s))

2. Movement on the floor (the Sokoban)

3. **Push** (Step 1: See box, Step 2: Push box, and Step 3: Move Sokoban)

4. Moving on Target(s) / Destination(s) (**Absorb** or not?)

5. Game ending (**Polling**)

Advanced Extensions (Be creative):
- Step Counter

- Add Frogger Computational Thinking patterns (Absorb, Generate, Collision, and/or Transport)

- Multiple Levels with difficulty increasing per level