

	4	3	2	1
<b>Artwork And Conflict Theme (15 points)</b>	Artwork shows effort and has a "conflict" theme (not the standard Pacman, Ghosts, etc.) In addition, the conflict theme is historically and academically accurate.	Artwork shows effort, but does not have a conflict theme. OR artwork may have a conflict theme but is not historically academically accurate.	Some effort is evident in artwork, though some agents may be overly simple.	Little to no effort in artwork
<b>Programming: Behaviors of Pacman and Ghosts (15 points)</b>	<b>ALL of the following are present:</b> <ul style="list-style-type: none"> <li>■ Pacman has user-controlled movement.</li> <li>■ Depiction changes with movement.</li> <li>■ Ghosts chase Pacman (Diffusion).</li> </ul>	<b>ALL of the following are present:</b> <ul style="list-style-type: none"> <li>■ Pacman has user-controlled movement.</li> <li>■ Depiction changes with movement.</li> <li>■ Ghosts move randomly, but do not chase Pacman.</li> </ul>	<b>TWO of the following are present:</b> <ul style="list-style-type: none"> <li>■ Pacman has user-controlled movement.</li> <li>■ Depiction changes with movement.</li> <li>■ Ghosts move randomly, but do not chase Pacman.</li> </ul>	<b>Zero to One of the following are present:</b> <ul style="list-style-type: none"> <li>■ Pacman has user-controlled movement.</li> <li>■ Depiction changes with movement.</li> <li>■ Ghosts move randomly, but do not chase Pacman.</li> </ul>
<b>Programming: End of Game (10 points)</b>	<ul style="list-style-type: none"> <li>■ Pacman deflates when ghost collide with Pacman, and user sees a game over message.</li> <li>■ Game ends when all pellets are eaten, and user sees a victory message.</li> </ul>	<ul style="list-style-type: none"> <li>■ Pacman deflates when ghost collide with Pacman, but user does not see a game over message.</li> <li>■ Game ends when all pellets are eaten, but user does not see a victory message.</li> </ul>	One of the following is present: <ul style="list-style-type: none"> <li>■ Pacman deflates when ghost collides with Pacman.</li> <li>■ Game ends when all pellets are eaten.</li> </ul>	None of the following are present: <ul style="list-style-type: none"> <li>■ Pacman deflates when ghost collides with Pacman.</li> <li>■ Game ends when all pellets are eaten.</li> </ul>

Comments:

Final Grade: \_\_\_\_\_/40