

## Space Invaders Success Criteria Sheet

First and Last Name of Game Designer:

Period:

Grade:

First and Last Names of Evaluators:

Comments:

1.

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2.

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### **Instructions:**

-Mark a minus (-) and circle the number for items that do not meet proficiency and add detailed comments please.

-Add your **initials** by each item that is proficient, which meets the basics of the skill listed. Do not initial items not finished.

-Mark a plus (+) and add your initials for work that goes above and beyond the basics of each item, and add detailed comments as to why you believe the skill is advanced.

### Proficient:

1. Created basic agents (background, laser canon, ground, laser, and sky (laser destroyer)) and placed on worksheet.

2. The Programmed Laser Cannon and Laser to **Absorb**.

3. Created and programmed mother ship and laser **Collision**.

4. Created and programmed alien swarm (**Scripting**) and bombs (**Generate**).

5. Ending the game (**Polling**).

### Advanced topics:

6. Shields with either the lasers shooting through and/or **Absorbing** after a number of hits.

7. Multiple levels with difficulty increasing per level

8. Score counter