

WASHINGTON STATE MIDDLE SCHOOL COMPUTER SCIENCE COMPETITION 2019 - Team Test Rubric (5-6)

5th - 6th Grade Team Name:

Primary Features	Description	Possible Points	Points Earned
Background	There is a background or sprite that looks like a guitar. (3pts)	3 pts	
Note Sprite	<ul style="list-style-type: none"> <input type="checkbox"/> There is a note sprite <input type="checkbox"/> The note sprite can randomly start at the top of a guitar string. <input type="checkbox"/> The note sprite can slide down its guitar string. <input type="checkbox"/> The note sprite is cloned repeatedly throughout gameplay <input type="checkbox"/> The note sprite clones are deleted when they should be 	5 pts	
User input	<ul style="list-style-type: none"> <input type="checkbox"/> Users can interact with the game <input type="checkbox"/> There should be instructions so that the user knows which keys to use. <input type="checkbox"/> The game only scores points when the user hits the right note at the right time and holding down a key is not an exploit 	3 pts	
Variables	<ul style="list-style-type: none"> <input type="checkbox"/> The game starts with the Score set to 0. <input type="checkbox"/> The game starts with the Time set to 0. <input type="checkbox"/> Points are added to Score each time the player hits the right key. <input type="checkbox"/> Points are subtracted from Score each time the player doesn't hit the right key or misses a key. <input type="checkbox"/> Time increments throughout gameplay and determines the end of the game <input type="checkbox"/> When the game ends, the score is displayed on the Game Over backdrop <input type="checkbox"/> Time and Score resets to 0 when the game is restarted or played again. 	7 pts	

Gameplay	<ul style="list-style-type: none"> <input type="checkbox"/> A “Start” screen with the game title, and a Play button appears when the Green Flag is clicked. The game does not begin until the player presses the Play button. <input type="checkbox"/> The game begins when the Play button is clicked. <input type="checkbox"/> When the game ends, a “Game Over” screen appears with the final Score and a button to “Play Again”. The Play Again button restarts the game. <input type="checkbox"/> A “Game Over” screen appears when the player has zero hits, with the final Score and a button to “Play Again” after the game ends. The Play Again button restarts the game. 	4 pts	
Bonus Features	Description (2pts each)	Possible Points	Points Earned
	<ul style="list-style-type: none"> <input type="checkbox"/> A sweet song plays in the background. (1pt if they uploaded it, 6pts if they made it themselves) <input type="checkbox"/> Different note sounds are played through the speakers during gameplay depending on which key is hit. <input type="checkbox"/> An error sound is played when user hits the wrong note. <input type="checkbox"/> The start screen allows players to choose different difficulty settings that can make gameplay harder. <input type="checkbox"/> The game over screen gives the user additional information about their performance, like their accuracy, hits, and misses. <input type="checkbox"/> Have some note sprites which are “power notes” where the user needs to hold down a key to gain extra points. 	14	

	<input type="checkbox"/> Have screen animations (color change, moving pieces etc) when notes a struck.		
Total		36	