WASHINGTON STATE MIDDLE SCHOOL COMPUTER SCIENCE COMPETITION 2019 - Team Test Rubric (7-8)

7th - 8th Grade Team Name:

Primary Features	Description	Possible Points	Points Earned
Background	There is a background or sprite that looks like a guitar.	3 pts	
Note Sprite	❏ There is a note sprite ❏ The note sprite can randomly start at the top of a guitar string. ❏ The note sprite can slide down its guitar string. ❏ The note sprite is cloned repeatedly throughout gameplay ❏ The note sprite clones are deleted when they should be	5 pts	
User input	❏ Users can interact with the game ❏ There should be **instructions** so that the user knows which keys to use. ❏ 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	❏ The game starts with the **Score** set to 0. ❏ The game starts with the **Time** set to 0. ❏ Points are added to S**core** each time the player hits the right key. ❏ Points are subtracted from **Score** each time the player doesn't hit the right key or misses a key. ❏ Each time a note reaches the bottom without being hit, **Misses** increases by 1. Each Time the use hits the right note, **Hits** increases by 1.	11 pts	

	❑ **Time** changes throughout gameplay until a time limit is reached and the game is over. ❑ When the game ends, the score is displayed on the Game Over backdrop and the user is told their accuracy : **Hits / (Misses+Hits)**. ❑ **Score** and **Time** reset to 0 when the game is restarted or played again. ❑			
Gameplay	❑ 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. ❑ The game begins when the Play button is clicked. ❑ 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. ❑ 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**
	❑ A sweet song plays in the background. (1pt if they uploaded it, 6pts if they made it themselves) ❑ Different note sounds are played through the speakers during gameplay depending on which key is hit. ❑ An error sound is played when user hits the wrong note. ❑ The start screen allows players to choose different difficulty settings that can make gameplay harder.		**14**	

	❏ The game over screen gives the user additional information about their performance, like their accuracy, hits, and misses. ❏ Have some note sprites which are "power notes" where the user needs to hold down a key to gain extra points. ❏ Have screen animations (color change, moving pieces etc) when notes a struck.		
Total		**40**	