

Name:

Period:

Web Design Canvas #13 – Finish the Game Rubric

Learning Target?	Grade												
LT1 - I can produce written and software artifacts that meet oral and written specifications.													
LT2 - I can use Javascript to correctly place shapes, text, and images on a canvas.													
LT3 - I can use Javascript to draw shapes and text on a canvas including outlining and filling.													
LT4 - I can use Javascript to write and use functions.													
LT5 - I can use Javascript to create timers and handle events.													
LT6 - I can use variables in Javascript.													
LT7 - I can write conditional statements in Javascript.													
LT8 - I can use looping constructs correctly in code.													
<p>Do you have:</p> <table border="1" data-bbox="99 466 1393 898"> <tbody> <tr> <td data-bbox="99 466 873 504">• Title correctly named file</td> <td data-bbox="873 466 1393 504">LT1</td> </tr> <tr> <td data-bbox="99 504 873 541">• You correctly draw the player and the enemies that are left</td> <td data-bbox="873 504 1393 541">LT1 LT2 LT3 LT4 LT5 LT6 LT8</td> </tr> <tr> <td data-bbox="99 541 873 579">• You correctly keep track of how many enemies were caught</td> <td data-bbox="873 541 1393 579">LT1 LT4 LT5 LT6 LT8</td> </tr> <tr> <td data-bbox="99 579 873 617">• You correctly display <i>Caught: #</i> at the top right of the screen</td> <td data-bbox="873 579 1393 617">LT1 LT2 LT3 LT6</td> </tr> <tr> <td data-bbox="99 617 873 655">• You display <i>Game Over</i> when you have no more enemies</td> <td data-bbox="873 617 1393 655">LT1 LT2 LT3 LT6 LT7</td> </tr> <tr> <td data-bbox="99 655 1393 693">• Extra credit: You use images instead of squares</td> <td data-bbox="99 655 1393 693"></td> </tr> </tbody> </table>	• Title correctly named file	LT1	• You correctly draw the player and the enemies that are left	LT1 LT2 LT3 LT4 LT5 LT6 LT8	• You correctly keep track of how many enemies were caught	LT1 LT4 LT5 LT6 LT8	• You correctly display <i>Caught: #</i> at the top right of the screen	LT1 LT2 LT3 LT6	• You display <i>Game Over</i> when you have no more enemies	LT1 LT2 LT3 LT6 LT7	• Extra credit: You use images instead of squares		
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