Name: **Period:**

Javascript Programming Canvas #17 – Finish the Game Rubric

Learning Target?	Grade
LT2 - I can produce written and software artifacts that meet oral and written specifications.	
LT3 - I can use Javascript to correctly place shapes, text, and images on a canvas.	
LT4 - I can use Javascript to draw shapes and text on a canvas including outlining and filling.	
LT5 - I can use Javascript to write and use functions.	
LT6 - I can use Javascript to create timers and handle events.	
LT7 - I can use variables in Javascript.	
LT8 - I can write conditional statements in Javascript.	
LT9 - I can use looping constructs correctly in code.	
LT10 - I can use Arrays in Javascript	

Do you have:		
• Filename is correct; Title is correct;	LT2	
• You correctly draw the player and remaining enemies	LT2 LT3 LT4 LT5 LT6 LT7 LT9 LT10	
• You correctly keep track of how many enemies were caught.	LT2 LT5 LT6 LT7 LT9 LT10	
• You correctly use WASD to move the player up, left, down, and right	LT2 LT3 LT4 LT5 LT6 LT7 LT8	
• You correctly display *Caught: #* at the top right of the screen 10px from the top and right	LT2 LT3 LT4 LT7	
• You display *Game Over* in the center of the canvas when you have no more enemies	LT2 LT3 LT4 LT7 LT8	
On Time Points		**/10**