Name: **Period:**

Javascript Programming Canvas #18 – Add and Move an Image 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 and classes including parameters and constructors.	
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.	
Do you	
• Filename is correct; title is correct LT2	
• Wait until the images are loaded before drawing… LT2 LT5 LT6 LT7LT8	
• Enemy is displayed in the correct position when loaded. LT2 LT3 LT4	
• Enemy correctly responds to WASD instead of arrow keys LT2 LT6 LT7LT8	
• Enemy does not go off-screen LT2 LT3 LT4 LT7LT8	
• Enemy is drawn correctly in the correct location LT2 LT3 LT4LT5 LT7	
On Time Points	**/10**