

Name:

Period:

**Web Design Canvas #5 – Moving Robot 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 and images on the canvas.																	
LT3 - I can use Javascript to draw shapes on a canvas including outlining and filling.																	
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.																	
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="99 428 954 459">• Title is as specified in assignment</td> <td data-bbox="954 428 1377 459">LT1</td> </tr> <tr> <td data-bbox="99 459 954 491">• Canvas has correct width and height (800 x 500)</td> <td data-bbox="954 459 1377 491">LT1</td> </tr> <tr> <td data-bbox="99 491 954 522">• init(), animate(), and draw() functions are used correctly</td> <td data-bbox="954 491 1377 522">LT1 LT5</td> </tr> <tr> <td data-bbox="99 522 954 554">• All colors created using constants</td> <td data-bbox="954 522 1377 554">LT1 LT6</td> </tr> <tr> <td data-bbox="99 554 954 585">• Robot is drawn as specified</td> <td data-bbox="954 554 1377 585">LT1 LT2 LT3</td> </tr> <tr> <td data-bbox="99 585 954 617">• Robot starts at right edge and moves right</td> <td data-bbox="954 585 1377 617">LT1 LT2 LT3 LT5 LT6</td> </tr> <tr> <td data-bbox="99 617 954 648">• Robot bounces off left edge and moves left</td> <td data-bbox="954 617 1377 648">LT1 LT2 LT3 LT5 LT6 LT7</td> </tr> <tr> <td data-bbox="99 648 954 680">• Robot bounces off right edge and moves right</td> <td data-bbox="954 648 1377 680">LT1 LT2 LT3 LT5 LT6 LT7</td> </tr> </tbody> </table>	• Title is as specified in assignment	LT1	• Canvas has correct width and height (800 x 500)	LT1	• init(), animate(), and draw() functions are used correctly	LT1 LT5	• All colors created using constants	LT1 LT6	• Robot is drawn as specified	LT1 LT2 LT3	• Robot starts at right edge and moves right	LT1 LT2 LT3 LT5 LT6	• Robot bounces off left edge and moves left	LT1 LT2 LT3 LT5 LT6 LT7	• Robot bounces off right edge and moves right	LT1 LT2 LT3 LT5 LT6 LT7	
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<b>On Time Points</b>	<b>/10</b>																