

Project 1: Mario - Evaluation

I can use Snap! to create a presentation of a side-scrolling platform game similar to Super Mario.		
<i>NY</i>	<i>MS</i>	<i>ES</i>
I did not create sufficient presentation components of a side-scrolling platform game as specified in the requirements.	I created all presentation components of a side-scrolling platform game as specified in the requirements. _ “Mario” main character _ “Mario” appears to face a direction _ Background stage	I created all presentation components of a side-scrolling platform game as specified in the requirements and added some bonus presentation components.

I can apply concepts I have learned in class to innovate and implement solutions to the project’s requirements.		
<i>NY</i>	<i>MS</i>	<i>ES</i>
I created sprites in Snap! that did produce all of the behaviors specified in the requirements.	I created sprites in Snap! that produce the behaviors specified in the requirements. _ “Mario” moves left or right with arrow keys _ “Mario” stops moving horizontally when left and right arrow keys are off _ “Mario” jumps on up arrow key _ “Mario” cannot jump mid-air _ “Mario” continues facing same direction during jump _ Gravity sends “Mario” back to the ground _ “Mario” faces same direction during fall	I created sprites in Snap! that produce the behaviors specified in the requirements and some of the bonus requirements.

I can come up with a plan to tackle the various challenges throughout the project.		
<i>NY</i>	<i>MS</i>	<i>ES</i>
I did not have a plan on how to approach the challenges in the project.	I was able to elaborate on my approach and priorities to satisfy project requirements to the teaching staff and asked for help when needed.	I was able to elaborate on my approach and priorities to satisfy project requirements to the teaching staff, and proactively asked for feedback.