**Code Chronicles Student Competition**

**3rd – 12th Grade Rubric**

**Student ID: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Evaluator: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total Score: \_\_\_\_\_\_\_\_/36**

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| **Category** | **Criteria** | **0** | **1** | **2** | **3** | **Weight** |
| **Creativity** | * Originality and uniqueness of the game concept.
 | * No originality or the game is copied
 | * Minimal originality, mostly pre-made content
 | * Some unique elements, but lacks depth
 | * Highly original and creative game concept
 | X1 |
| **Game Mechanics** | * Game includes clear rules, objectives, and challenges
 | * No rules, objectives, or challenges
 | * Basic rules/objectives, unclear or incomplete
 | * Clear rules/objectives but lacks complexity
 | * Well-defined and engaging rules/objectives
 | X1 |
| **Coding Complexity** | * Use of advanced coding blocks (loops, conditionals, variables, etc.)
 | * No coding blocks used
 | * Minimal use of blocks, very basic
 | * Moderate use of blocks with some variety
 | * Advanced use of blocks showing understanding of coding concepts
 | X3 |
| **Interactivity** | * Game includes multiple interactive elements (e.g., player controls, score).
 | * No interactive elements
 | * One interactive element, but poorly implemented
 | * One or more functional interactive elements
 | * Multiple interactive elements that enhance gameplay
 | X3 |
| **User Experience** | * Game is easy to play, with intuitive controls and clear instructions
 | * Game is confusing and difficult to play, no instructions
 | * Basic user experience, unclear instructions
 | * Moderately intuitive controls and has instructions
 | * Highly intuitive and user-friendly experience and has very clear instructions
 | X2 |
| **Visual Design** | * Use of engaging visuals (characters, backgrounds, animations).
 | * No effort in visual design
 | * Basic visuals, minimal customization
 | * Moderately engaging visuals with some customization
 | * Highly engaging and well-designed visuals
 | X1 |
| **Completion** | * Game is complete and functional with no errors and includes a title screen with first name and state.
 | * The game is incomplete or non-functional, does not include title screen with first name and state
 | * The game is barely functional with major errors
 | * The game is functional but has minor errors
 | * The game is fully complete and error-free
 | X1 |

The 0-3 score for each criterion will be multiplied by the multiplier number in the final column then added together to find the final score.