

Visual Basic Game Program Assignment Rubric

Name - _____
Student # - _____

Name of project folder _____

Title of game _____

The following items must be paper clipped in this EXACT order: user manual, grading rubric filled out by another student, grading rubric filled out by you, beta testing form, graduation project form (if desired), & your source code (stapled if possible).

user manual - 10 points

A typed user manual must be submitted with the final program. The user manual must have a neat, attractive, & colorful cover page with your name, the name of the program and graphical illustration. There is no minimum required length for the manual but it should include ALL of the instructions necessary to play the game and screen snapshot(s). You can include strategy ideas for your game in the manual.

1 2 3 4 5 6 7 8 9 10

rubric self-assessment - 5 points

You must grade your own project by honestly filling out this rubric. Use rectangles to identify your grades. Ask another VB student to grade your project using circles. Name of VB student who circled grades on this rubric: _____

1 2 3 4 5

beta-testing - 5 points

You must have your program beta-tested by another student who has never taken Visual Basic Programming at Wyomissing preferably a 7th or 8th grader. The beta-testers must fill out, sign, and date the official Beta-Testing Evaluation Form. You may have your program beta-tested before it is complete. But, enough of your game must work in order for the beta-tester to evaluate the basic parts. You will not be graded on how much the beta-tester likes your game but rather how honest and complete he or she is when they fill out the evaluation form. If the beta-tester uses one word answers rather than detailed answers, you will lose points.

Name of beta-tester _____ grade level of beta-tester _____

1 2 3 4 5

4 or more forms - 10 points

Your project must include 4 or more forms, including the required splash screen. Besides the splash screen, you could also present the directions & About info in separate forms. You must use Application.Exit() when the user exits the program.

The names of my 4 forms are: _____ & _____ & _____ & _____

1 2 3 4 5 6 7 8 9 10

required VB methods & syntax - 10 points (3 pts ea. + 1 free pt)

Your program must include at least 3 of the following commands or methods. **Highlight** one occurrence of each item in the code printout & **circle them below**:

module level variable, Boolean flag variable, While loop, For loop, array, ArrayList, Rnd function, Timer object, custom-made animated gif, Flash movie, scrollbar, InputBox, advanced MessageBox, DateAndTime.Timer function, radio buttons, scrollbar, code module, or any other interesting technique that wasn't taught in our VB class (list here: _____)

1 2 3 4 5 6 7 8 9 10

use of a method or function that you created - 10 points

You must make use of at least one method or function that you wrote from scratch. **Draw a large rectangle around the method or function in the final printout.**

The name of my method is _____ It can be found in the form named _____

1 2 3 4 5 6 7 8 9 10

use of a data or sound file - 10 points

You must use an audio, video, or Flash movie file or a text file. For example, you can play a sound or store high scores to a text file.

I used a _____ (audio / video / Flash / text) file that can be found in the form named _____

1 2 3 4 5 6 7 8 9 10

adequate internal documentation - 15 points

The code for your program must be documented very well. Keep in mind that Mr. Minich may not know what you are attempting to do in certain sections of your code. The rule of thumb at this stage of your programming career is "the more internal documentation, the better." For full credit, your inline comments must not word-wrap when your project is printed out. They should stand out in the right margin and be easy to read. You may print your project in landscape orientation.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Coding Standards - 15 points

Your program must follow our class Coding Standards. If you have ANY questions about them, see Mr. Minich before you finish your program.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

classroom productivity - 10 points

You are expected to work on the game program assignment when class time is specifically devoted to the assignment. If you are unproductive during class periods devoted to the game program assignment, you will lose points.

1 2 3 4 5 6 7 8 9 10

POINTS ON THIS SIDE OUT OF 100 _____

level of complication - 15 points

Your project must not be too simple. It must contain a significant level of complicated logic and algorithms to show that you have mastered the concepts taught throughout this school year.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

code and memory efficiency - 10 points

Your program must use reasonably efficient logic and coding. For example, you must use loops, arrays, methods, constants, etc. where appropriate. You must also use variable scope properly, using local and module-level variables where appropriate. Your program must also be as memory efficient as possible. Do not use unnecessary variables, arrays, or objects. You must have Mr. Minich's explicit permission to use any global variables.

1 2 3 4 5 6 7 8 9 10

splash screen - 10 points

The splash screen must include your first & last name. It must also include the name of the game & a message indicating that how the user must continue (press a key or click the mouse.) You should make the splash screen interesting with graphics, color, and/or animation. Your project must be set to start up with the splash form.

1 2 3 4 5 6 7 8 9 10

menu - 10 points

Your program must use a menu. As the first menu command, you must have a File menu with an Exit submenu command. You must have a Help menu at the far right of the menu. The Help menu must have Directions & About submenu options. The correct letters must be used as access keys in the menu commands. You may add additional menu commands if desired as long as File is the far left & Help is the far right.

File Help
Exit Directions
About

1 2 3 4 5 6 7 8 9 10

use of graphic elements - 10 points

Graphics must be used appropriately & aesthetically. You may create your own graphics or use clip art or graphics from the Web. Be sure to abide by copyright laws.

1 2 3 4 5 6 7 8 9 10

animation - 5 points

You must include some animation in the program. If your main game does not need animation, then add some animation to your splash screen.

1 2 3 4 5

user interaction - 5 points

The game must involve user interaction. The game can be completely mouse-driven or it can require the user to type on the keyboard at various points.

1 2 3 4 5

user interface & accessibility - 10 points

The user must have a pleasant experience running the program. Your program must include a standard Help menu with a submenu command Directions. Prompts and messages should be complete & understandable. The program should allow the use of access key combinations where possible. Be sure to set the TabIndex property values of text boxes and other controls properly. The user must be able to exit the program at anytime, even if the game is not finished. Your program must also follow standard Windows conventions, especially those that we have studied in this course.

1 2 3 4 5 6 7 8 9 10

originality - 10 points

Your final program must be largely your own work. While you may model your game on a classic such as Tic Tac Toe, you must add appropriate, interesting aspects to the game's logic and/or the interface of your project. If you learn techniques from other sources such as vbcodes.com, you must implement them in your game in a fresh, original way. While you must follow the Terms and Conditions found at the site where you obtained snippets of code or ideas & cite their use & web site addresses in your documentation, you are still responsible for making the majority of your project your own handiwork & logic. While this category is only worth 10 points, you can be penalized many points or receive a zero if you plagiarize from another programmer's game. See Mr. Minich if you have questions.

1 2 3 4 5 6 7 8 9 10

run-time - 15 points

The program must work correctly in all aspects. The game must also be stored in the designated folder inside your My Documents network folder.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

POINTS ON THIS SIDE OUT OF 100 _____

TOTAL # POINTS OUT OF 200 _____