|  |  |  |
| --- | --- | --- |
| Objective Met | Score | Maximum Score |
| Sprite/Objects Named Properly |  | 4 |
| Wall Formed around Room |  | 2 |
| Wooden Background |  | 2 |
| Fruits move/jump/bounce off wall |  | 5 |
| Scores with mouse click |  | 3 |
| Sounds added |  | 3 |
| Music Loops |  | 3 |
| Bombs & Sound Effect /End Game |  | 5 |
| Score List |  | 3 |
| Restart the game option |  | 2 |
| Game Info Given |  | 2 |
| Total |  | /35 |
| Bonus Features – add a new feature not in the tutorial already |  | /2 |

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| Objective Met | Score | Maximum Score |
| Sprite/Objects Named Properly |  | 4 |
| Wall Formed around Room |  | 2 |
| Wooden Background |  | 2 |
| Fruits move/jump/bounce off wall |  | 5 |
| Scores with mouse click |  | 3 |
| Sounds added |  | 3 |
| Music Loops |  | 3 |
| Bombs & Sound Effect /End Game |  | 5 |
| Score List |  | 3 |
| Restart the game option |  | 2 |
| Game Info Given |  | 2 |
| Total |  | /35 |
| Bonus Features – add a new feature not in the tutorial already |  | /2 |