

Dice Project Rubric 2026

Coder Name: _____

Game:				Theme:			
# Methods:		# Pictures:		Lines of Code:		Mark:	

Planning (Thinking)

Checkmarks	Level 1	Level 2	Level 3	Level 4	Level 4+	
<input type="checkbox"/> Feb 27: Game Downloaded <input type="checkbox"/> Mar 2: All Widgets Up <input type="checkbox"/> Mar 3: Roll Method <input type="checkbox"/> Mar 4: Game Play <input type="checkbox"/> Mar 6: Score	<input type="checkbox"/> Mar 17: Opening Screen <input type="checkbox"/> Mar 18: Instructions Screen <input type="checkbox"/> Mar 19: Dice Pics have Theme <input type="checkbox"/> Mar 19: Alpha Test <input type="checkbox"/> _____ early submissions	Under 5	5	6	7	8

User Interface (Knowledge, Communication)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Game screen has all widgets needed <input type="checkbox"/> Title comments filled in	<input type="checkbox"/> Background colour, button colours, text colours changed. <input type="checkbox"/> Instruction page <input type="checkbox"/> Splash screen <input type="checkbox"/> Other template comments filled in <input type="checkbox"/> Sources before non-class code	<input type="checkbox"/> Instruction screen has picture of game. <input type="checkbox"/> Splash screen is appealing, has game name and coder name. <input type="checkbox"/> Comments added to global variables <input type="checkbox"/> No "TO DO" is left	<input type="checkbox"/> Game screen well filled <input type="checkbox"/> Consistent image choice <input type="checkbox"/> Colour scheme used. <input type="checkbox"/> Screens have unity: same colours/ theme/ image type used on each. <input type="checkbox"/> Comments added at start of every method	<input type="checkbox"/> Visually appealing <input type="checkbox"/> Complex & detailed instructions <input type="checkbox"/> Multiple pictures on instructions page. <input type="checkbox"/> Own dice images <input type="checkbox"/> Outstanding Comments <input type="checkbox"/> Comments before major ifs

Functionality (Application, Thinking)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Can roll dice <input type="checkbox"/> Code Runs <input type="checkbox"/> No unsourced non-class code from internet	<input type="checkbox"/> Total dice or use dice roll values. <input type="checkbox"/> Winner indicated some how. <input type="checkbox"/> Can reset the game to play again.	<input type="checkbox"/> Methods show ORATE principles <ul style="list-style-type: none"> ○ Win ○ Update Square/Roll	<input type="checkbox"/> Format Dice method <input type="checkbox"/> Dice Game is fully coded. <input type="checkbox"/> Can win, lose, tie with full rule application. <input type="checkbox"/> Can reset to play again <input type="checkbox"/> Easier complexity	<input type="checkbox"/> Good Parameters and Return Types. <input type="checkbox"/> Higher levels of complexity added independently. OR more Complex game

More on Functionality for Level 4 & 4+ (Application & Thinking)

* You don't need all of these to have a Level 4+. That's crazy. I'm giving you some ideas.

* An easier game can still score a Level 4+. Just choose more from the first rubric.

* A challenging game needs to choose less from the first rubric. The game already has a lot of complexity.

Add New Java Widgets & Functionality

Easier	More Challenging	Difficult	Very Difficult
<input type="checkbox"/> JTextArea <input type="checkbox"/> OptionPanels <input type="checkbox"/> JPasswordField <input type="checkbox"/> Sound <input type="checkbox"/> Own Dice Pictures	<input type="checkbox"/> JPanels <input type="checkbox"/> JRadioButton <input type="checkbox"/> JCheckbox <input type="checkbox"/> JSlider <input type="checkbox"/> JProgressBar <input type="checkbox"/> Complex OptionPanels (input, cancel button)	<input type="checkbox"/> Use Settings Page <input type="checkbox"/> Allow Entry of Name, Update on Game Screen <input type="checkbox"/> Updated messages on the screen <input type="checkbox"/> Score: can play multiple games (eg. best of three) <input type="checkbox"/> Tie indicated <input type="checkbox"/> Use of String functions	<input type="checkbox"/> Choose pieces for turn icon (variety of pieces to choose from) <input type="checkbox"/> Winning Screen (updated with winner icon, name) <input type="checkbox"/> Outstanding use of arrays <input type="checkbox"/> Own method with parameters or return types

More Complex Game:

Easier	More Challenging	Difficult	Very Difficult
<input type="checkbox"/> Total Dice on one roll	<input type="checkbox"/> Flip turns, alternating scoring <input type="checkbox"/> Reset to play again	<input type="checkbox"/> Complex scoring <input type="checkbox"/> Score over multiple turns <input type="checkbox"/> Restrict Dice Rolls	<input type="checkbox"/> Exceptionally complex score (sort) <input type="checkbox"/> Multiple games

Project 1 – Spring 2026 – Reflection

Name:		Game:	
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A. Is there anything I need to keep in mind while marking?

(minor errors to avoid, problems that occur ... *a blank is perfectly fine here.*)

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Please keep in mind that these levels and marks won't influence my marking of your project.
The intention is that you consider your own performance. And, yes, it is difficult to mark yourself.

B. Based on the rubric, what mark do you think you will earn? %

C. Rate your time management during the project. Level

D. Rate your use of class time during the project. Level

E. What are two things that you are proud of in your game?

1.
2.

F. What are two things you would change if you had to do the project again?

1.
2.

G. What was the most useful ORATE principle in this project? Why?

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H. What was the most useful PARC principle in this project? Why?

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