

Tic Tac Toe Rubric 2022

User Interface (Knowledge, Communication)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Own pictures on Tic Tac Toe board	<input type="checkbox"/> Background colour, button colours, text colours changed. <input type="checkbox"/> Instruction page <input type="checkbox"/> Splash screen	<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"/> 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"/> Visually appealing <input type="checkbox"/> Complex & detailed instructions <input type="checkbox"/> Multiple pictures on instructions page.
<input type="checkbox"/> Title comments filled in	<input type="checkbox"/> Other comments in template filled in	<input type="checkbox"/> Comments added to global variables	<input type="checkbox"/> Comments added at start of every method	<input type="checkbox"/> Outstanding Comments throughout <input type="checkbox"/> Comments before major ifs

Functionality (Application, Thinking)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Turns flip back and forth <input type="checkbox"/> Can place your pieces on the screen <input type="checkbox"/> Code Runs	<input type="checkbox"/> Can win regular Tic Tac Toe. <input type="checkbox"/> Winner is indicated some how. <input type="checkbox"/> Can reset the game to play again	<input type="checkbox"/> Tic Tac Toe adaption is coded. <input type="checkbox"/> Can win in Tic Tac Toe adaption.	<input type="checkbox"/> Methods used well to demonstrate ORATE principals <input type="checkbox"/> Easier complexity is added.	<input type="checkbox"/> Parameters and Return Types used well. <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. Their 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"/> JPanels <input type="checkbox"/> JRadioButton <input type="checkbox"/> JCheckbox <input type="checkbox"/> JSlider <input type="checkbox"/> JProgressBar <input type="checkbox"/> Complex OptionPanels (input, use cancel button)	<input type="checkbox"/> Use Settings Page <input type="checkbox"/> Allow Entry of Name, Update on Game Screen <input type="checkbox"/> Updated messages and prompts on the screen <input type="checkbox"/> Score: can play multiple games (eg. best of three) <input type="checkbox"/> Own Adaption	<input type="checkbox"/> Choose pieces to play on board (variety of pieces to choose from) <input type="checkbox"/> Highlight winning row on board, Reset as needed. <input type="checkbox"/> Winning Screen (updated with winner icon, name) <input type="checkbox"/> Own Adaption

More Complex Game:

Easier	More Challenging	Difficult	Very Difficult
<input type="checkbox"/> Random, Misere, Notakto, Pop'n a row, Wild, Wild Misere	<input type="checkbox"/> Remove, Switch, Tic-Tac-Surprise, Quiz	<input type="checkbox"/> AI, Treblecross, Number	<input type="checkbox"/> Dice, Gobblet Gobblers, Otrio, Nim