



Programming Rubric				
		1	2	3
Success	Completeness	Program has not been completed. OR obvious design intent not functional. E.g.: one agent with only movement abilities, on a blank worksheet.	Program seems mostly complete, but some functionality is not implemented. I.e. tracking a variable such as points, that does not do anything because they did not make it a global variable. Non-functioning code.	Program is complete. AND all obvious design elements are functional. AND all agents with code appear (at some point during runtime) on the worksheet.
	Errors	Program fails to run, or is buggy beyond playable. E.g.: can't travel on white spaces.	Conflicting code or other errors, but gameplay is not hindered dramatically. Design errors counted here as well (e.g. the agent does not avoid walls).	No obvious errors in the code; program seems to function as designed.
Decomposition	Methods	No student-defined methods are used. (Note that a "nil" method does not count as a student-defined method)	Student-defined methods are used but some code is duplicated, instead of placed in a separate method.	Student-defined methods are used AND code is used efficiently by calling defined methods instead of retyping code. I.e., there is no repeated code that could otherwise be in a method.
		COUNT Number of methods	All non-nil methods, be it the AgentSheets defined (e.g. WHILE-RUNNING) or student-defined	
		COUNT Number of student-defined methods	Count of only the student-defined methods	
		COUNT Number of control statements	Count the number of control statements used in code	
Style		No comments in the code. OR naming of variables and methods do not make sense.	Most names of variables and methods are logical AND student has commented code at least once in a way that is relevant and accurate.	All names of variables and methods are logical AND student has provided clear and accurate comments for all methods.
Use of code		Use of variables	0 = No; 1 = use of local variables; 2 = use of global variables; 3 = both global local variables	
		Use of random function	Yes/no if program uses the random function (MOVE-RANDOM-ON or %CHANCE)	
		Use of "BROADCAST" behavior	Yes/no if the program uses the BROADCAST behavior, calling for the execution of a specific method by another character	
		Use of recursion	Yes/no if program uses recursion (a method calls itself until some requirement is met).	
		Use of mode switch	Yes/no if the program uses a mode switch, such that different actions are available when some criteria is met.	
		Use of levels	0 = no; 1 = yes, levels have same gameplay; 2 = yes, levels have different gameplay.	
		COUNT number behaviors used in code	Count of all unique actions for agents as evidenced in the code (e.g. MOVE, WAIT, SEE, MESSAGE, ERASE, SOUND, etc.)	
		COUNT total lines of code	Count of all lines in the program, recounting lines for a method, each time that method is called. Include everything but "1 . 5 . 2" line and lines associated with nil methods.	