Making a Game

CATEGORY	4	3	2	1
Creativity	The group put a lot of thought into making the game interesting and fun to play as shown by creative questions, game pieces, and/or game board.	The group put some thought into making the game interesting and fun to play by using textures, fancy writing, and/or interesting characters.	The group tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game.	Little thought was put into making the game interesting or fun.
Cooperative Work	The group worked well together with all members contributing significant amounts of quality work.	The group generally worked well together with all members contributing some quality work.	The group worked fairly well together with all members contributing some work.	The group often did not work well together and the game appeared to be the work of only 1-2 students in the group.
Accuracy of Content and Data Use	Game content is accurate and utilizes real world data relevant to the topic.	A few minor content errors, but still uses real world data.	Several errors in content present and use of data is not relevant.	Game is not about the specified content area and does not use real data.
Time Management	Game is whole and complete by the due date.	Game is mostly complete, but is missing one or two key elements at the time it is due.	Game is missing several key elements at the time it is due.	Game is essentially incomplete and is missing a majority of key elements at the time it is due.