

## Arduino Gameboy Rubric

	<b>Advanced</b>	<b>Proficient</b>	<b>Minimum</b>
<b>Electronics</b>	<ul style="list-style-type: none"> <li>All connections are secured with heat-shrink tubing and/or hot glue</li> </ul>	<ul style="list-style-type: none"> <li>All buttons, joystick, and screen function properly</li> </ul>	<ul style="list-style-type: none"> <li>All buttons, joystick, and screen function properly</li> </ul>
<b>Case</b>	<ul style="list-style-type: none"> <li>Student designs their own case for the Gameboy (not using template)</li> <li>Student personalizes Gameboy with raster engraving, paint and vinyl stickers</li> </ul>	<ul style="list-style-type: none"> <li>Student uses template to cut case for Gameboy</li> <li>Student personalizes Gameboy with either raster engraving OR vinyl stickers from the vinyl cutter</li> </ul>	<ul style="list-style-type: none"> <li>Student uses template to cut case for Gameboy, successfully choosing correct laser cutter settings for both material and material thickness</li> </ul>
<b>Coding</b>	<ul style="list-style-type: none"> <li>Student alters provided game code to change aspects of game</li> </ul>	<ul style="list-style-type: none"> <li>Student alters "screen test" code to change words and colors during screen test</li> </ul>	<ul style="list-style-type: none"> <li>Students successfully loads both "screen test" code and game code (both provided)</li> </ul>