Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Rubric for Creating a Game

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| --- | --- | --- | --- |
|  | **Possible points** | **Earned points** | **Notes** |
| Your game includes your name, the date, the title, and the author of your book. | 5 |  |  |
| The game has a fitting and catchy name that refers to the novel in some way. | 5 |  |  |
| The pawns are related to the book in some way. | 5 |  |  |
| The setting is reflected in the game design. | 5 |  |  |
| The main characters are incorporated into the game. | 5 |  |  |
| The goal of the game directly relates to the problem/solution of the novel. | 5 |  |  |
| The events of the story are incorporated into the game in a clever way. | 10 |  |  |
| The gameboard is visually pleasing and reflects a great deal of effort. | 5 |  |  |
| Attention was paid to proper spelling, mechanics, and grammar | 5 |  |  |
|  | Total: 50 | Your total: |  |