## Physics of video games lesson

### Rubric

**Assessment**

| Criteria | Beginning | Achieved  | Exceeded |
| --- | --- | --- | --- |
| World | Designs a two-dimensional world where movement is not influenced by external forces. | Considers gravitational and frictional forces. | Considers gravitational forces and frictional forces for different surfaces within the world. |
| Character movement | Character movement is unbounded. | Character movement changes in response to gravitational and frictional forces. | Character movement changes in response to and is limited by gravitational and frictional forces. |
| Game play physics | Game play is independent of physics. | The game creates challenge by requiring players to consider and react to changes in gravitational or frictional forces. | The game creates challenge by requiring players to consider and react to interactions of force, mass and motion. |
| Communication | The game is designed to engage a peer audience, and annotations indicate character movement. | The game is designed to engage a peer audience, and annotations indicate character movement. | The game is designed to engage a peer audience, and annotations indicate character movement. |