**Designing a school tuckshop app**

**Rubric**

*Note*: assessments can be made based on the interactive prototype and/or wireframes.

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| **Criteria** | **Beginning** | **Achieved** | **Exceeded** |
| Interactive prototype  | The prototype includes basic screens and navigation.  | The prototype includes multiple linked screens and enables user interaction.  | The prototype includes multiple linked screens and uses animation or other tools to enhance user experience.  |
| User interface | The app interface provides basic information. | The app interface is clear and user-friendly. | The app interface is intuitive and has some surprising/delightful elements. |
| Navigation | Users can access key parts of the app. | Navigation is clear and logically structured to enable users to access all parts of the app. | Navigation is seamless, easy to follow for all users and enables users to access exactly what they want from any part of the app. |
| Design and visual appeal  | The app shows some consistency in design and consideration of visual appeal.  | The app has a consistent design and is visually appealing.  | The app design is consistent and matches the purpose and intended audience of the app.  |
| App features | The app includes a menu and payment system.  | The app includes a menu, payment system and personalised options.  | The app includes a menu, payment system, personalised options and other features designed to change user behaviour.  |