**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. |