|  | **Expectations** | **Excellent** | **Good** | **Improving** | **Getting Started** | **Evidence** |
| --- | --- | --- | --- | --- | --- | --- |
| **Process (PART 1):**  Describe Your Team’s Design Process | **Research Process:** We included evidence that our solution was informed by research, evaluation of existing solutions and the needs of our ‘users’. |  |  |  |  |  |
| **Iteration:**  We shared specific examples of how our solution evolved from our initial ideas. |  |  |  |  |  |
| **Benefits and Limitations:**  We described how our solution offers benefits and accounts for limitations in meeting the Challenge. |  |  |  |  |  |
| **Viability:**  We demonstrated the viability of our solution using the Key Business Proposition. |  |  |  |  |  |
| **Incorporate Projectile Motion (PART 2):**  What is your game about and how do you play it? | **Description:**  We provided a description of what our game is about and how to play it. |  |  |  |  |  |
| **Projectile Motion:**  We described how we incorporated projectile motion in our game. |  |  |  |  |  |
| **Promote Well-Being (PART 2):**  How does your game promote well-being via connectedness, healthy habits, or both?. | **Features for Well-Being:**  We described the features that were included in the design for the improvement of connectedness and/or promoting healthy habits. |  |  |  |  |  |
| **Explanation:**  We explained how those features support connectedness and/or healthy habits. |  |  |  |  |  |
| **Prototype (PART 2):**  What information will you provide to the game’s programmers to help them create realistic projectile motion? | **Height vs. Time Model:**  For at least two possible projectiles in our game each projectile, we included an equation and graph that modeled the projectile’s height vs. time. |  |  |  |  |  |
| **Height vs. Distance Model:**  For at least two possible projectiles in our game each projectile, we included an equation and graph that modeled the projectile’s height vs. distance traveled. |  |  |  |  |  |