

# DESIGN&PITCH CHALLENGE

## TECHNICAL BRIEF RUBRIC: GAMING FOR CHANGE

	Expectations	Excellent	Good	Improving	Getting Started	Evidence
<b>Process (PART 1):</b> Describe Your Team's Design Process	<b>Research Process:</b> We included evidence that our solution was informed by research, evaluation of existing solutions and the needs of our 'users'.					
	<b>Iteration:</b> We shared specific examples of how our solution evolved from our initial ideas.					
	<b>Benefits and Limitations:</b> We described how our solution offers benefits and accounts for limitations in meeting the Challenge.					
	<b>Viability:</b> We demonstrated the viability of our solution using the Key Business Proposition.					
<b>Incorporate Projectile Motion (PART 2):</b> What is your game about and how do you play it?	<b>Description:</b> We provided a description of what our game is about and how to play it.					

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	<p><b>Projectile Motion:</b> We described how we incorporated projectile motion in our game.</p>					
<p><b>Promote Well-Being (PART 2):</b> How does your game promote well-being via connectedness, healthy habits, or both?.</p>	<p><b>Features for Well-Being:</b> We described the features that were included in the design for the improvement of connectedness and/or promoting healthy habits.</p>					
	<p><b>Explanation:</b> We explained how those features support connectedness and/or healthy habits.</p>					
<p><b>Prototype (PART 2):</b> What information will you provide to the game's programmers to help them create realistic projectile motion?</p>	<p><b>Height vs. Time Model:</b> 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.</p>					
	<p><b>Height vs. Distance Model:</b> 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.</p>					