

		Excellent	Competent	Needs Work
Coding Style	Documentation (5 pts)	Code is well commented and stored in a Git repository. Frequent Git commits (at least weekly). Any issues are logged and documented.	Code is commented and stored in a Git repository.	Code is commented.
	Organization (5 pts)	Code is DRY with a functional approach. Code is easy to read and understand. Code is organized in a logical manner. Code modifications or additions are relatively easy.	Code is DRY as well as easy to read and understand. Code is organized in a logical manner.	An attempt at DRY coding has been made. Code is understandable, though may require some deciphering. An attempt at organization has been made.
Functionality	Compatibility (5 pts)	Application is free from errors and loads smoothly and quickly. Application works on all modern major browsers.	Application is free from errors and loads smoothly and quickly. Application works on most modern major browsers.	Application still has occasional errors, but loads and runs adequately. Application supports only one or two browsers.
	Map Display (20 pts)	Map layers seamlessly animate on era change with no overlap or gaps. Layers are labeled and clicking on them triggers more information. Layers are color coded according to primary culture.	Map layers animate on era change. Layers are labeled and clicking on them triggers more information. Layers are color coded according to primary culture. There may be a rare bug.	Map layers animate on era change. Layers are labeled and clicking on them triggers more information. There are occasional errors in functionality.
	Events (10 pts)	Event notifications fall from the top-left of the screen when an era is changed, according to the events that occurred in the interim. Event categories are identified by image. Clicking a notification opens a modal window displaying a brief description of the event. Clicking "Go to Event" in the modal window centers the map on the center of the event location. When an event modal window is closed, the notification disappears, and any notifications above it fall to fill the gap. Any unread notifications disappear on era change. There are no errors in this functionality.	Event notifications fall from the top-left of the screen when an era is changed, according to the events that occurred in the interim. Event categories are identified by image. Clicking a notification opens a modal window displaying a brief description of the event. There may be rare bug in this functionality.	Event notifications fall from the top-left of the screen when an era is changed, according to the events that occurred in the interim. Clicking a notification opens a modal window displaying a brief description of the event. There are still bugs with this functionality.
	Characters (5 pts)	Characters appear and disappear in the character box according to their birth and death dates. Character images are bordered with the color of their primary culture. Clicking on a character opens a modal window displaying a brief description of that character. Character box is intuitive and uncluttered. There are no errors in this functionality.	Characters appear and disappear in the character box according to their birth and death dates. Clicking on a character opens a modal window displaying a brief description of that character. There may be rare bug in this functionality.	Characters appear and disappear in the character box according to their birth and death dates. Clicking on a character opens a modal window displaying a brief description of that character. There are still bugs with this functionality.

	Cities (5 pts)	Cities rise and fall according to their founding and razing dates. Cities increase or decrease in size according to population at the times. Cities are shaded to show their primary culture. Clicking on a city opens a modal window displaying a brief description and history of the city. There are no errors in this functionality.	Cities rise and fall according to their founding and razing dates. Clicking on a city opens a modal window displaying a brief description and history of the city. There may be rare bug in this functionality.	Cities rise and fall according to their founding and razing dates. Clicking on a city opens a modal window displaying a brief description and history of the city. There are still bugs with this functionality.
	Landmarks (5 pts)	Landmarks rise and fall according to their creation and razing dates. Landmarks are shaded to show their creators' primary culture. Clicking on a landmark opens a modal window displaying a brief description. There are no errors in this functionality.	Landmarks rise and fall according to their creation and razing dates. Clicking on a landmark opens a modal window displaying a brief description. There may be rare bug in this functionality.	Landmarks rise and fall according to their creation and razing dates. Clicking on a landmark opens a modal window displaying a brief description. There are still bugs with this functionality.
Design	Intuition (10 pts)	Interface is practical and effective. Little to no instruction is needed. The user stops thinking about controls and begins focusing on the application itself within seconds.	Interface is practical and effective. Some instruction is helpful. The user stops thinking about controls and begins focusing on the application itself within seconds, but will occasionally have to pause to figure out how to do something.	Interface is mostly practical and effective, but instruction is required, and there are a few functions that are clunky and unintuitive.
	Aesthetics (5 pts)	Application is visually appealing. Layout is organized and uncluttered. Focus is directed primarily on the map, but other elements are easily noticeable and assessable. Background music sets the mood without being distracting or monotonous.	Application is mostly visually appealing, but the layout can be cluttered in places. Focus is directed primarily on the map, but other elements can interfere or be hard to find. Background music sets the mood, but eventually gets distracting or monotonous.	Application has adequate visual appeal, but the layout is cluttered. It can be hard to know where to focus at times. Background music is distracting or monotonous.
Instructional Design	Data Relevance (15 pts)	Historical information provided is concise, interesting, and covers the most significant details of the era discussed. The interconnectedness of events is emphasized, either directly or indirectly. Information is memorable.	Historical information provided covers the most significant details of the era discussed. The interconnectedness of events is referenced, either directly or indirectly.	Historical information provided covers significant details of the era discussed. There is little more allusion to the interconnectedness of events than the map itself.
	Appeal (5 pts)	Application provides a fun and engaging environment that promotes exploration.	Application provides an interesting environment that promotes exploration, but has an "Edutainment" feel.	Application has little more appeal than an atlas. Interesting for those who are already interested, but unable to increase interest where it is minimal.
	Tutorial (5 pts)	Tutorial prompts are concise, relevant, and unobtrusive. Cookies can be set to disable the tutorial after it has already been seen.	Tutorial prompts effectively explain the application interface, but may be too verbose, insufficient, or obtrusive in places. Cookies can be set to disable the tutorial after it has already been seen.	Tutorial prompts adequately explain the application interface. Prompts are frequently too verbose, insufficient or obtrusive.