Mix:Tape Rubric

Last Revised: February 5, 2023

Team Name:

Group Member(s) Name:

Categories	Score
Code Features • Must include at least 3 songs, with a different LED display for each song • Should play each song in order, and restart the first song after the last one • Must have at least two features using buttons (e.g. volume up/volume down, mute/unmute, reset to first song, next/previous) • Can the code be easily broken to produce undesired results?	**/10**
Code Quality • Visual organization • No code reuse • Proper use of function/loops • Proper naming of variables/functions • Proper code comments	**/10**
Instruction Manual • Is the instruction manual clear on what features are included, and on which inputs are linked to which features? • Does it seem like the simulator is behaving as the instruction manual says it does?	**/10**
Creativity and Originality • Are the displays and music creative and innovative? • Does the program use more than the default music and LED shapes? • To what degree are the songs and displays fresh and different from others, instead of looking like the idea was copied from another source such as the tutorials?	**/10**
Degree of Difficulty • Are the program, displays and music appropriate for the team's maturity and ability? • Is the program sufficiently complex? • Does it seem like the team put substantial thought and effort into designing the code?	**/10**
One page report 1. Introduce team (1 point) a. Team name b. Team member names c. School if applicable	

2. Micro:Bit a. Project Name (1 point) b. Project Features (2 points) c. Challenges while coding and how they fixed them (4 points) 3. Mini pitch a. What makes your project unique and deserve to win? (2 points)	**/10**
Bonus • Implement more than 2 features • Project has a theme	**/5**
Total	**/60**