

Functional Correctness (Behavior)	
Computer randomly chooses a secret word	1 point
Host repeatedly asks for a letter and announces whether that letter is in the secret word	2 points
Assistant displays the correct secret word status after each guess	4 points
Player loses a chance and a piece of the Hangman appears when a guess is incorrect	3 points
Host informs player when he or she guesses a letter that has already been guessed; player does not lose a chance	2 points
Game ends with player victory if the entire secret word is guessed	2 point
Game ends with player defeat if the player runs out of chances	2 point
Secret word is revealed when game ends	1 points
<i>SubTotal</i>	17 points
Technical Correctness (Implementation)	
Program is well-designed visually and has a consistent theme	2 point
Program is well-documented and exhibits good style	2 points
Program shows good creativity and effort	3 points
Program includes at least two lists	2 points
Program uses custom blocks with arguments and reporters appropriately	2 points
Program tracks guessed letters using a list	2 points
Obtain and respond to playtest feedback from a parent or guardian	2 points
Checkpoint 1 (4/30)	4 points
Checkpoint 2 (4/30)	4 points
<i>SubTotal</i>	19 points
<i>Total</i>	40 points