Project 7 Rubrics

Coding:
- Use variety of colors and shapes and some text to show that you have command of JavaFX
- One of the colors used should be a color defined by you
- Use Groups to move and rotate objects from their original position
- Create a repetitive pattern using a loop.
- Use of Random to produce variability
  - Some randomly positioned elements
  - One or more elements whose attributes are randomly defined (such as color, size, rotation, etc.)

Coding Conventions
- Clear and informative comments including your name and purpose of program
- Descriptive names for variables (VERY IMPORTANT)
- Indentation of code

Report
- Include the source code (Verify that no lines are cut off. If source code contains lines that are too long, decrease the font size before copy/pasting to report)
- At least three screenshots, demonstrating that the scene appears different each time it is run
- Group hierarchy (this can be hand-drawn)
- Include a brief statement about your experience on project 8
- Discuss any known errors in program

Extras
- Open-ended project, open to any level of challenge that you choose!

Comments: