Name: **Date:**   **Period:**

Virtual History Museum: AI and NPC Rubric

Category	Components	Points Earned	Comments
AI and NPC Tutorial Questions Handout	The red text questions from the "Artificial Intelligence and Non-Player Characters" tutorial packet steps are provided on this handout. Your answers should be written on this handout.	/30 total	
	Finished AI and NPC example level	/5	
	Step 9	/4	
	Step 13	/2	
	Step 33	/3	
	Step 37	/2	
	Step 42	/2	
	Step 55 Description Question	/2	
	Step 55 Summary Paragraph	/5	
	Step 55 Behavior Trees and NPCs in your museum explanation paragraph	/5	
AI and NPCs addition to final Virtual History Museum level	Once you complete the "Artificial Intelligence and Non-Player Characters" tutorial packet, you will add AI and NPCs to your museum.	/60 total	
	At least one museum "customer" in each of the three historical exhibits. This can include NPCs looking at exhibits, children chasing each other, etc.	/30	
	"Security guard" character patrolling at least one museum exhibit.	/10	
	At least one "curator" and/or museum "volunteer" available to assist customers.	/10	
	Screencast presentation of the addition of your AI and NPCs to your museum level. While using your playable character to walk around your museum, you should narrate the purpose of the characters and how you programmed them in Unreal.	/10	
Total Assessment	Completion of the tutorial packet, tutorial questions handout, inclusion of AI and NPCs into your museum level and screencast recording of final virtual history museum product.	/90 total	