**IGB100 Peer Assessment**

**Team number:**

**Team member assessed:**

Student Name Student Number

**Mark: / 10**

Use the table below to guide your team’s discussion and allocation of the peer assessment marks. (It is not expected that team members will have contributed to each aspect of development listed below.)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Task** | **Level of Contribution** | | | | | |
| N/A | Exceptional | Good | Average | Below average | Poor |
| **Game Design** |  |  |  |  |  |  |
| Level design |  |  |  |  |  |  |
| Systems design |  |  |  |  |  |  |
| Sound design |  |  |  |  |  |  |
| Narrative design |  |  |  |  |  |  |
| UI design |  |  |  |  |  |  |
| Balance |  |  |  |  |  |  |
| **Look and Feel** |  |  |  |  |  |  |
| Modelling |  |  |  |  |  |  |
| Texturing |  |  |  |  |  |  |
| Rigging / Animating |  |  |  |  |  |  |
| UI art |  |  |  |  |  |  |
| Other 2D art (e.g., sprites) |  |  |  |  |  |  |
| Technical art (e.g., shaders) |  |  |  |  |  |  |
| **Programming** |  |  |  |  |  |  |
| Gameplay (i.e., mechanics) |  |  |  |  |  |  |
| UI |  |  |  |  |  |  |
| Networking |  |  |  |  |  |  |
| Physics |  |  |  |  |  |  |
| AI |  |  |  |  |  |  |

Comments: