

CS 415 Fall 2023

Here is a complete rubric breakdown for the final project.

Section	Type	Points	Explanation
Initial check-in	Individual	1	1 point for completion if individual has responded to the initial contact email on time and is in touch with their team
Discovery docs	Team	10	<p>A short description/summary of your project, collaboration plan, a high level vision canvas, and a technical design document.</p> <p>1 point for all four documents turned in to Canvas on time and completed.</p> <p>Summary = 1 point (for completeness and descriptiveness)</p> <p>Vision canvas = 3 points (for completeness, level of detail, and having enough components listed per category)</p> <p>Technical design document = 3 points (for completeness, all features clearly listed, priorities/risk/difficulty are reasonably selected)</p> <p>Collaboration plan = 2 points (Includes description of team members' roles and how they plan to work together, Clear or tentative split of tasks, Same grade for entire team)</p>
Midpoint peer eval form submission	Individual	2	Points for completion
Mid-project meeting	Team	10	<p>The mid-project meeting focuses on the main elements of the game that are essential to gameplay. By this point, your team should demonstrate significant progress on the main features and lay out a plan to complete the remainder of the project.</p> <p>Attendance = 1 point</p> <p>Submission of code on time = 1 point</p> <p>Submission of updated discovery docs with</p>

			<p>any necessary changes = 1 point</p> <p>Submission of updated collaboration plan = 1 point (clearly stating what each team member has worked on so far)</p> <p>Major elements completion = 5 points (Significant progress towards core gameplay completed and playable, on track for next checkpoints).</p> <p>Visual elements = 1 point (Necessary visual elements are present, with progress being made towards more detailed ones)</p>
Alpha check-in	Team	30	<p>The alpha should be a version of your game with at least the core gameplay completed and playable.</p> <p>Attendance = 1 point</p> <p>Submission of code on time = 1 point</p> <p>Submission of updated discovery docs with any necessary changes = 1 point</p> <p>Submission of updated collaboration plan with new changes = 1 point</p> <p>Functioning game = 6 points (Gameplay is intuitive and/or instructions provided, Functionality is overall smooth)</p> <p>High priority features implemented = 10 points (All high priority features as described in the technical design document are implemented to a reasonable degree, with the exception of any changes)</p> <p>Visual elements = 10 points (Most major visual elements have been implemented with proper asset packs where applicable, lighting works as expected)</p>
Final peer evaluation form submission	Individual	2	Points for completion
Final submission	Individual	45	A version of your game with at least all the high priority features done and in a fully playable state.

			<p>Submission of code on time = 1 point</p> <p>Submission of demo video = 2 points</p> <p>Submission of updated discovery docs with any necessary changes = 1 point</p> <p>Submission of updated collaboration plan with new changes = 1 point</p> <p>Functioning game = 5 points (Gameplay is intuitive and/or instructions provided, Start is clear, End/restart is clear, Functionality is overall smooth)</p> <p>High/medium priority features implemented = 15 points (All high/medium priority features as described in the technical design document are implemented to a reasonable degree, with the exception of any changes)</p> <p>Low priority features implemented = 5 points (Given the timeline of the project and decisions made along the way, significant effort made towards implementing low priority features and other non-crucial enhancing aspects.)</p> <p>Visual elements = 10 points (Major visual elements have been implemented with proper asset packs where applicable, lighting works as expected)</p> <p>Audio elements = 5 points (Audio elements added in a way that adds value to the game)</p> <p>This portion of the final grade is affected by peer evaluation. Please see below**</p>
Total	n/a	100	n/a

Final submission grade is up to course staff discretion.

All groupmates state this student did not contribute to the project and did not communicate with the group	All groupmates state that this student did not contribute sufficiently, either by not taking on enough work, or not completing all assigned tasks, but communicated with the group.	All groupmates state that this student completed their assigned tasks, worked well with the group, or went above and beyond in their work.
Student will receive no credit for final project portion	Student can receive a maximum of 70% for final project.	Student can receive full credit for final project