

- GD2S02 - Software Engineering For Games - Performance Based Assessment					
	%	A (Range: $80\% \leq x \leq 100\%$) <i>Outstanding/Excellent</i>	B (Range: $65\% \leq x < 80\%$) <i>Very Good/Good</i>	C (Range: $50\% \leq x < 65\%$) <i>Acceptable/Satisfactory</i>	D (0%) <i>Unsatisfactory</i>
1. Concept Phase	5.00%	Concept Pitch			
1.1 Team Element - High-Level Concept Design Document		The vision of the game, the features, the goals and the overall game play are clearly outlined in the concept document. The document has sufficient details to identify the tasks for the product backlog from it.	The vision of the game, the features and the gameplay has been stated in the document. The document lacks a few details to identify doable tasks from it.	The game idea is not clearly brought out in the concept document. There are too many ambiguities/vagueness in the gameplay features.	The concept design document has not been submitted.
2. Pre-Production/Prototyping Phase	30.00%	Pre-Production Phase			
2.1 Team Elements - Game Design Document - Technical Design Document - Backlog file - Alpha Sprint Backlog	20.00%	The design documents structure has been laid out correctly. The GDD maps out the overall flow of the game and user actions. The TDD has details of all those components of the game which are functional. The product backlog has sufficient items identified to gauge the scope of the product with estimates of effort and priorities assigned to them.	Convincing evidence of design project planning with demonstration of a proficient understanding of project scope.	Sufficient evidence of project planning.	Insufficient.
2.2 Individual Elements - Developer Journal - Burn-down Charts	5.00%	Journal gives insight into the individual's contribution to the development process along with providing valuable reflections and information about weekly tasks, team progress etc. Individual as well as Team Burn-down charts have been submitted that detail both in graph and via a table the	In most cases, journal gives insight into individual's contribution to the development process along with some reflections on weekly tasks and team progress; however, may lack in providing valuable information.	Journal gives some insight into individual's contribution to the development process; however, may lack in providing reflections and valuable information.	Insufficient.
2.3 Product Review - Product Source - Product Demo	5.00%	The game has at least a few functional components that can be demoed. The presentation conveys clearly and honestly the current state of the product, the main features of the game and the planning process.	The game has some functional elements. The presentation is concise and clear.	There are no functional elements in the game. The presentation is vague.	Insufficient.
3. Production Phase	55.00%	Production Phase			
3.1 Alpha Sprint	30.00%	Alpha Sprint 2			
3.1.1 Team Elements - GDD and TDD - Product Backlog - Beta Sprint Backlog	10.00%	Mature approach to project management. With an in-depth and thorough planning that is time relevant and improvements are efficiently visible during the lifecycle.	Convincing evidence of project planning with a display a proficient understanding of project scope. Attempts to improve the development through the lifecycle is visible.	Sufficient evidence of project planning. Attempts to improve the development through the lifecycle is present yet not enough.	Insufficient.

3.1.2	Individual Elements - Developer Journal - Burn-down charts	5.00%	Journal gives insight into the individual's contribution to the development process along with providing valuable reflections and information about weekly tasks, team progress etc.	In most cases, journal gives insight into individual's contribution to the development process along with some reflections on weekly tasks and team progress; however, may lack in providing valuable information.	Journal gives some insight into individual's contribution to the development process; however, may lack in providing reflections and valuable information.	Insufficient.
3.1.3	Product * Product (Demo) * Product Review presentation	15.00%	Playable product articulating the goals in design document. The presentation exhibits good pace and clarity of purpose, honestly conveys the state of the product, lessons learned so far and actions in progress.	Playable product somehow articulating the goals in design document; maybe missing in one area. The presentation exhibits clarity of the purpose to some extent failing to identify the state of the product and actions in progress in one or two places.	Playable product very little articulating the goals in design document. The presentation makes an attempt at demonstrating the progress of the product.	Insufficient.
3.2	Beta Sprint	15.00%	Beta Sprint			
3.2.1	Team Elements * GDD and TDD * Backlog file * Gold Sprint Backlog	5.00%	Mature approach to project management. With an in-depth and thorough planning that is time relevant and improvements are efficiently visible during the lifecycle.	Convincing evidence of project planning with a display a proficient understanding of project scope. Attempts to improve the development through the lifecycle is visible.	Sufficient evidence of project planning. Attempts to improve the development through the lifecycle is present yet not enough.	Insufficient.
3.2.2	Individual Elements - Test Logs - Developer Journal and burn-down charts	5.00%	Mature and in-depth approach in task accomplishment utilising test-driven development when appropriate; coded unit tests created with good coverage of the code and/or functionality; capture and report the bugs and findings through the cycle. Logs are comprehensive as per brief. Journal gives insight into the individual's contribution to the development process along with providing valuable reflections and information about weekly tasks, team progress etc.	Convincing capacity in task accomplishment to utilise test-driven development when appropriate and reporting of bugs and findings through the testing phases; however, weak or unclear in one or two areas. Coded unit tests are created with poor coverage of the code and/or functionality. In most cases, journal gives insight into individual's contribution to the development process along with some reflections on weekly tasks and team progress; however, may lack in providing valuable information.	Acceptable capacity in task accomplishment. Test-driven development is acceptably utilised and test logs are present to report bugs and findings to some extent, but weak in many areas. Coded unit tests are present, but on the whole may not be functioning correctly. Journal gives some insight into individual's contribution to the development process; however, may lack in providing reflections and valuable information.	Insufficient.
3.2.3	Product * Product (Demo) * Product Review presentation	5.00%	Fully playable product, half polished, articulating the goals in design document. The presentation exhibits good pace and clarity of purpose, honestly conveys the state of the product, lessons learned so far and actions in progress.	Fully playable product, half polished, mostly articulating the goals in design document. The presentation exhibits clarity of the purpose to some extent failing to identify the state of the product and actions in progress in one or two places.	Fully playable product, half polished, somehow articulating the goals in design document. The presentation makes an attempt at demonstrating the progress of the product.	Insufficient.
3.3	Gold Sprint	10.00%	Gold Sprint			

3.3.1 Team Elements - Feedback and Playtest reports	5.00%	The playtest feedback has been designed to cover all aspects of gameplay and has been taken from a number of participants. A summary report of the player feedback is prepared and submitted. Actions taken based on player feedback have been highlighted in the report.	The playtest feedback has good coverage of the gameplay mechanics. The number of participants in the feedback is few. A summary report has been prepared but lacks details.	The playtest feedback is rather scanty and lacks details. No summary report has been prepared for the feedback obtained.	Insufficient.
3.3.2 Post Mortem	5.00%	Post Mortem displays comprehensive analysis towards the software engineering practices utilised bringing useful insight into development cycles throughout the project.	Post Mortem displays valuable analysis towards the software engineering practices utilised bringing useful insight into development cycles throughout the project yet lacking in one or two areas.	Post Mortem attempts analysing the software engineering practices utilised throughout the cycles of the project yet lacking in value and insight in some areas.	Insufficient.
4.0 Product Presentation	10.00%	Final Product Review			
4.0 Product * Product (Demo) * Product Review presentation	10.00%	Fully playable product, fully polished, articulating all the goals in design document to a high quality. The presentation exhibits good pace and clarity of purpose, honestly conveys the state of the product, lessons learned, successes and failures as well as reflections.	Fully playable product, fully polished, articulating all of the goals in design document to a sufficient quality. The presentation exhibits clarity of the purpose to some extent lacking some insight and failing to identify the state of the product, lessons learned in one or two places.	Fully playable product, fully polished, articulating most of the goals in design document to a sufficient quality. The presentation makes an attempt at demonstrating the final product along with the insight into production and lessons learned.	Insufficient.
Total Contribution	100.0%				