

Category	Needs improvement	Satisfactory	Excellent
Layout design	Poor designed layout, no care given to the organization of the rules	Layout of rules that is easy to follow. Consistent layout	Each section of the rules has their own space. Very detailed about each section. Creative with their layout
Accessible writing	Not at all accessible. The front isn't accessible. The front is too small. Overly complexed words	Front style and front sizing is understandable and doesn't strain the eyes. Words are not unnecessary complex	The writing uses official accessible front. Big front sizes.
Order of play	No direction given of who goes first, how does someone take their turn or not take their turn.	Details what a player can do on their turn. Explains if there is any actions that can skip a players turn or actions that can give another turn.	Extremely detailed with notes or tips for different actions a player can take for their turn.
Visual Aid	No imagery in the rules, all black and white.	Some imagery in the rules. Visual on what game pieces look like. Pictures on the cards or tokens so players can tell the difference.	Images of game pieces that show what the pieces look like. Images of different symbols or actions a card or game piece has.
Organization of board pieces.	Game board or game pieces are not organized well in the game board box. They're tied up but not a care of how it is in box.	Game pieces have positions in the box to make it easier to be organized. Easy to put the pieces back in the box.	Designated places in the box. Has visual aid in the designated position a game piece is supposed to be in. Has flare to the place.

Comments:

- Layout design: Excellent. The rule book had everything split up in categories, so it wasn't a big box of words for different elements in one go. Had a content page. The order of the layout made sense and was able to follow it.
- Accessible writing: Satisfactory. The different colors for the sections of the paragraphs were a good choice but I do not think the front choices was very accessible. I also think having a standard size for the fronts instead of changing the sizing throughout the rule book would be better.

- Order of play: Excellent, was extremely detailed on how to play, what could a player do, and had notes and tips throughout the rules for different actions a player could take.
- Visual Aid: Excellent, has color blind markers to help separate the cards. Many images of the cards to showcase the different symbols. There was not one symbol that did not have their own visual aid to show it.
- Organization of board pieces: Satisfactory. I liked how each era card got a designated spot with their era number in the slot so you wouldn't mix it up, but I think it could be designed to be better fitted to the theme of the game but functionally works well.

I picked the game *7 Wonders* for the rubric. It was harder than I thought to make a rubric for game rules. I think I did an overall okay job of making the rubric. I think I could do a better rubric if I were basing a rubric based around a genre like fantasy, horror etc. Rubric for a video game would look similar but also very different from a board game rubric. I picked *7 Wonders* as the game because it was the most detailed game we have played in the class so far so there was a lot that could be graded in the rubric.

The game did really well in the rubric overall I would say. It only had two satisfactory while the rest was excellent. The reason why I gave accessibility writing a satisfactory rating instead of an excellent rating was because the font sizing was not consistent. I was viewing the rules from a pdf so it might have just been the pdf but the font throughout the rulebook changed. I think while it would have made it longer, picking a bigger font would have been a smarter choice. Organization of board pieces I will admit is subjective to a person to a degree. It would cost more to design the slots game pieces go into but I think it would make a cooler design and experience for the player but it does not impact the player's ability to play the game. Visual Aid is sometimes overlooked in games which I find appalling. In some regard people might think *7 Wonders* added too much visual aid into the rule book but I think it covers all the bases well. It is better to have over the amount of knowledge that you need than less amount of knowledge you need.