

Rubric: Make a Playable Game

	Max Possible Points	Comments	Score
Individual Assessment			
Week 1: Progress (See the description for your responsibilities). (30)			
Week 2: Progress (See the description for your responsibilities). (15)			
Week 3: Progress (See the description for your responsibilities). (15)			
Week 4: Progress (See the description for your responsibilities). (15)			
Week 5: Progress (See the description for your responsibilities). (15)			
Week 6: Progress (See the description for your responsibilities). (15)			
Week 7: Progress (See the description for your responsibilities). (15)			
Individual Score	120		
Game and Gameplay			
Introduction Screen (10)			
Game user interface. (UI maintains a corresponding set of information: current score if applicable, a reminder of usable keys, etc.) (10)			
Game narrative is conceptually viewable in the final product. (20)			
Game evidences some form of artificial intelligence: AI bot, etc. (20)			
Intuitive gameplay or proper instructions provided in game. (20)			
Game feel. (20)			
Fun factor. (50)			
Team Score	150	If the game is unplayable, a maximum of 40 points will be given.	

Game Project Source and Source Code			
Project Hierarchy is 'clean'. (20)			
Assets are well-named. (10)			
The project folder hierarchy is clear, labeled intuitively, and used appropriately. (15)			
Well documented script source code: header comments in every file, blocks of code are commented, and functions commented with C# documentation comments . (25)			
Script code: variables are named well and code follows a common standard (even though there may be many programmers). (20)			
Team Score	90		
Narrative			
The world is interesting and relatively complete. (30)			
The narrative adds to the nuance and richness of the game. (10)			
Narrative is reflected in the game and gameplay. (20)			
Submitted as a game insert (pamphlet style stapled in the middle). (10)			
The cover of the game insert must reflect "box art" for your game. (15)			
Follows reasonable formatting guidelines. Formatting should add to the feel of the game (font, spacing, art, etc.) (15)			
Grammar, neatness, organization, etc. (15)			
Team Score	115		
Total			/ 475

Other Comments / Deductions