

Year 8 IST Assignment One Semester Two (20%) – Game Design

Name:

Marking Criteria:

Item	Mark	Total
Game Description (10 marks)		
• Low/high level of detail for the general purpose of the game	2	
• Low/high level of detail for the core game mechanics	2	
• Low/high level of detail for what makes the game successful	2	
• Low/high level of details for asset requirements (images and sounds)	2	
• Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as: <ul style="list-style-type: none">○ An exceptionally insightful response to explain the game mechanics and game design principles work to maximise appeal for the player, with reference to academic sources	2	
Coding Plan (10 marks)		
• Lists and describes the purpose of variables that are needed for the game to function as designed	2	
• Lists and describes the functions that are needed for the game to function as designed	2	
• Low/high level of detail for the description of each function	2	
• Low/high level of research into JavaScript libraries and frameworks	2	
• Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as: <ul style="list-style-type: none">○ An exceptionally comprehensive description of every function, demonstrating sophisticated algorithmic thinking and deep understanding of JavaScript and/or frameworks, using pseudocode or flowcharts	2	
TOTAL	20	

Comments