

Section		Marks
One page game design		/10
Explanation and justification of game design		/10
Explanation and justification of Software and Hardware		/10
Explanation and justification of Graphics and Audio		/10
Behavior diagram with justification		/5
Class Diagram (or equivalent) with justification		/5
Explanation and justification of code design including design patterns used		/20
Explanation and justification of game features used such as AI and physics engine		/10
Time management plan		/10
Report style including bibliography		/10
<b>Total</b>		<b>/100</b>