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|  | Code |  |
| 🞏🞏 | * consistently use of appropriate naming conventions | (Prog LO1) |
| 🞏 | * + lowerCamelCase for all variables | (Prog LO1) |
| 🞏 | * + UpperCamelCase for all classes and methods | (Prog LO1) |
| 🞏🞏 | * readable code with appropriate internal documentation | (Prog LO1) |
| 🞏🞏 | * + commentary | (Prog LO1) |
| 🞏🞏 | * + self-explanatory naming | (Prog LO1) |
| 🞏🞏 | * + consistent use of appropriate indentation, spacing and structure | (Prog LO1) |
| 🞏 | * all variables appropriately declared and initialised | (Prog LO1) |
| 🞏 | * no unused variables or code | (Prog LO1) |
| 🞏🞏 | * use of at least 2 data structures, e.g. classes | (Prog LO2) |
| 🞏🞏 | * use of at least 2 control structures, e.g. selection (if, switch) or repetition (for, while) | (Prog LO2) |
| 🞏🞏 | * use of at least 2 operators (arithmetical or logical) | (Prog LO2) |
| 🞏🞏 | * at least two cases of code used to manipulate graphics | (Prog LO2) |
| 🞏 | * use of at least 1 array (inc. List) | (Prog LO2) |
| 🞏 | * use of at least 1 method | (Prog LO2) |
| 🞏 | * with parameters | (Prog LO2) |
| 🞏 | * with a return type other than void | (Prog LO2) |
| 🞏 | * appropriate use of libraries (#using) where necessary | (Prog LO2) |

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|  | GDD |  |
| 🞏🞏 | * detailed Concept section, forming the pitch and brief for your game | (Prog LO3, Design LO3) |
| 🞏🞏 | * detailed Specification section, describing the treatment of your pitch, including | (Prog LO3, Design LO3) |
| 🞏🞏 | * + a description of the game’s main objective(s) in terms of win states and fail states | (User LO2) |
| 🞏🞏 | * + a description of the game’s user interactions | (User LO2) |
| 🞏 | * + - in terms of player input | (User LO2) |
| 🞏 | * + - in terms of mechanical verbs | (User LO2) |
| 🞏🞏 | * + an illustration of the screen/UI layout | (Prog LO3) |
| 🞏 | * + sample graphical assets | (Prog LO3) |
| 🞏 | * + an identification of the intended target hardware and/or delivery platform | (User LO2) |
| 🞏 | * a list of all the assets in your game, including the source (e.g. link to webpage, or “made by me”) | (Assets LO2, Design LO3) |
| 🞏 | * a Gantt chart detailing all significant tasks, included in Specification, or as an additional file | (Assets LO2, Dev LO1, LO3) |
| 🞏 | * Specification and Gantt chart updated to show realistic timeframes, or if the project spec changes over time | (various) |
|  | Gantt chart |  |
| 🞏🞏 | * realistic timeframes, update to reflect your actual progress | (Assets LO2) |
| 🞏 | * all significant tasks in your project | (Assets LO2) |
| 🞏 | * dependencies/predecessors | (Assets LO2) |
| 🞏 | * must include time for creating and acquiring assets | (Assets LO2) |
| 🞏 | * must include time for functional testing and play-testing | (Dev LO1) |

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|  | Assets |  |
| 🞏 | * at least 3 acquired assets | (Assets LO2) |
| 🞏🞏 | * all of which should be legally from a legitimate source (check licence!) | (Assets LO2) |
| 🞏🞏 | * at least one of which should be significantly edited by you (e.g. changing the colour of a spaceship or adding a hat to a character) | (Assets LO2, LO3) |
| 🞏🞏 | * at least 3 assets made from scratch by you | (Assets LO2, LO3) |
| 🞏 | * a list of all the assets in your game, including the source (e.g. link to webpage, or “made by me”) *included in your GDD* | (Assets LO2, Design LO3) |

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|  | Testing |  |
| 🞏🞏🞏 | * your submitted game should be bug-free | (Dev LO1) |
| 🞏🞏 | * plan an appropriate test scenario for functional testing using TestScenario.docx | (Dev LO1) |
| 🞏 | * plan time for functional testing and include it in your Gantt chart | (Dev LO1) |
| 🞏 | * fix any bugs discovered by functional testing | (Dev LO1) |
| 🞏 | * ensure your game is formally play-tested by at least one person, using the PlayTest.docx | (User Centred LO3) |
| 🞏 | * plan time for play-testing and include it in your Gantt chart | (User Centred LO3) |
| 🞏🞏 | * decide whether or not to implement any feedback gathered from play-testing | (User Centred LO3) |

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|  | Evaluation |  |
| 🞏 | * a detailed 400 word report, including the following sections |  |
| 🞏🞏🞏 | * + an analysis of how well the game meets the requirements of the Concept section of the GDD, providing a clear and detailed justification of the analysis | (Dev LO2, Prog LO3) |
| 🞏🞏 | * + an analyse of how well the game matches the Specification section of the GDD, clearly justifying any changes from it | (Dev LO2, Prog LO3) |
| 🞏🞏 | * + list at least 2 elements of the Specification (assets, mechanics or design choices) that worked well and explain why | (Dev LO2) |
| 🞏🞏 | * + list at least 2 elements of the Specification (assets, mechanics or design choices) that could be improved, explain why and suggest improvements | (Dev LO2) |
| 🞏🞏 | * + an analysis of which player archetype(s) would get the most out of the game and how it could be adapted to appeal to a wider range of players | (User LO1, LO4) |
| 🞏🞏🞏 | * + an analysis of the development environment (IDE, engine, any other tools), including what worked well and what could be improved | (Dev LO2, Prog LO3) |

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|  | Files |  |
| 🞏🞏 | a zipped copy of your working project folder, named “YourName\_ProjectFolder.zip” |  |
| 🞏🞏 | including all code and asset source files, but without build folders |  |
| 🞏🞏 | a zipped copy of your release (Production) build folder, ready to play, named “YourName\_ReleaseFolder.zip” |  |
| 🞏🞏 | GDD document, named “YourName\_GDD.docx” |  |
| 🞏🞏 | if it is separate from your GDD, a Gantt chart named “YourName\_GanttChart.proj” |  |
| 🞏🞏 | functional testing results, named “YourName\_TestScenario.docx” |  |
| 🞏🞏 | play-testing results, named “YourName\_PlayTest.docx” |  |
| 🞏🞏 | evaluation report, named “YourName\_Evaluation.docx” |  |

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|  | Overall feedback |  |
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