These criteria are indicative
Grading Cat and Fish Farm Wars Shaolin Turtle Cowboy train
78 8 10 8 insufficient sufficient good excellent final grading final grading final grading final grading final grading Demonstrate final build (bug free). Game is polished 1 2 3 4 Presentation. Includes a 'lessons learned / post mortem', professional presentation, Style of presentation matches the game 3 Score 4 6 8 Grading insufficient sufficient good excellent Daily usage of scrum, scrumsheet is filled out well, user stories, CoS (conditions of satsifaction) ly usage of scrum, sufficient + good + whether is filled bedicated sufficient and focused on quality meetings 1 2 3 4 Grading Gameplay is worked out according to the lessons learned at the MDA lectures.
Gameplay is fun and works fluently sufficient + good + used documenten ed in week 1 1 2 3 4 Code is well structured, and most difficult part of code can be shown an explained, game contains start, quit functionality and decent user controls Main game works well 3 4 2 Develops a 3d game in unity with good user interaction (menu, in game feedback) 1 3 12 16 Score Technical
Score Creative
Total Score
Grading GTP Points (seperate grading)
GCP Points (seperate grading)

7 14

21

28

Final Grade (no seperate grading)