



FBLA COMPUTER GAME & SIMULATION PROGRAMMING Production Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earne
Program Usability and Support					
Storage media, uploaded folder, and shortcuts formatted properly	0	1–3	4–7	8–10	
Instructions clear and executable launches from shortcut without modification	0	1–3	4–7	8–10	
Comments:					
Game Play Evaluation					
Quality of Rules—rules presented well and player knows what to do	0	1–3	47	8–10	
User Interface—game controls are easy to use without much explanation	0	1–3	4–7	8–10	
Navigation—the player can get to the end of game and knows how to get there	0	1–3	4–7	8–10	
Performance—no errors, bugs, or glitches	0	1–3	4–7	8–10	
Play—game is challenging, the game can be completed	0	1–3	4–7	8–10	
Artistry—color, backgrounds, characters, sounds are attractive and visible	0	1–3	4–7	8–10	
Player Interactions—player participates in the story and the actions are consistent with the concept	0	1–3	4–7	8–10	
Immersion—player feels connected to the gameplay and is not distracted or removed from interaction Rewards—player is rewarded properly for taking game risks	0	1–3	4–7	8–10 8–10	
Game Concept & Design Evaluation					
Fully addresses concept and topic	0	1–7	8-14	15-20	
Game play and graphics appropriate for concept and age group	0	1–3	4–7	8–10	
Incorporates entertainment and education elements	0	1–3	4–7	8–10	
Fitle slide is attractive with working direction, quit, and start outtons	0	1–3	4–7	8–10	
Contains all levels required	0	1–3	4-7	8–10	
Errors did not crash game or prevent continuing game play	0				
		1–3	4-7	8–10	
Code is well written and logically designed	0	1–3 1–3	4–7 4–7		
Code or game engine events are well commented to explain	_			8–10	
Code is well written and logically designed Code or game engine events are well commented to explain logic used and reason for a block of code Comments:	0	1–3	4-7	8–10 8–10	
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Code or game engine events are well commented to explain logic used and reason for a block of code Comments: Subtotal Penalty Points Deduct five (5) points for not adhering	0 0 s to Guidelines (1–3 1–3	4–7 4–7 een [15] points).	8–10 8–10 8–10 /200	max.
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