

NAME
ID
GROUP

SECTION

CO2: Construct a basic game design based on fundamental concepts of game

CO	No	Criteria	5	4	3	2	1	0	WEIGHT	MARK	SCORE	TOTAL MARK (90)
	1	Professional documentation including formatting and providing games summary, references (Group)	- Use proper and standard documentation (including formatting) - clear explain the game summary - include related references with standard format	Acceptable documentation format - clear game summary - include related references	Acceptable documentation format - unclear game summary - include related references	- Acceptable format - unclear explanation on game summary - related references	Unproper format - unclear explanation on game summary - unrelated references		1	5	5	5
	2	Overall -Game Overview Game Identity, Target Audience, Genre, Platform, and Any Additional Info (Group)	Clearly explain all FIVE items - Game Identity, - Target Audience, - Genre, - Platform, - Any Additional Info	- Explain MIN FOUR items but - ONE of the items has not clearly been described - Not include additional Info	Explain FOUR items but, TWO have unclear explanation	Explain minimum TWO items	Explain minimum ONE items		1	5		0
	3	Overall - Game Structure - Overall Storyline, - Main and Secondary Goal , - Plot Design - General Interaction (Group)	Clearly explain all THREE items: - Explain the storyline - Explain goal - Explain plot design - interaction	Explain THREE items but ONE of the items has not clearly been described	Explain THREE items but, TWO have unclear explanation	Explain minimum TWO items	Explain minimum ONE items		1.6	8		0
	4	Sub Module: Module Goal, Storyline, Plot Design (Individual)	Clearly explain all THREE items: - Module Goal, - Storyline - Plot Design	Explain THREE items but One of the item has not clearly been described	Explain THREE items but, TWO have unclear explanation	Explain minimum TWO items	Explain minimum ONE items		1.2	6		0
	5	Sub Module Interaction /Game controls (Individual)	Clearly describes game interaction (game controls) and -Provide its rules - INCLUDE specific interaction	Clearly describes game interaction (game controls) and -Provide its rules - NOT include specific interaction	Clearly describes game interaction (game controls) - No rules - No specific interaction	Describes game interaction (game controls) ONLY	Unclear game interaction		1.6	8		0

CO2	6	Sub Module Player or character Movement (Individual)	- Describe the type of movement - Include and describe a minimum of THREE movement - Include its rules	- Include and describe a minimum of THREE movement - Include its rules	- Include and describe a minimum of THREE movement - Unclear rules	- Describe the type of movement - Include a minimum of TWO movement - no rules	- Describe the type of movement - Include a minimum of ONE movement - no rules	No item reported	1.6	8		0
	7	Sub Module Challenges and Obstacle (Individual)	- Suggest min THREE challenges /obstacle -Include its rules (must be related with propose rules/challenges)	Suggest min THREE challenges /obstacle -Include some related rules but not incomplete	Suggest min TWO challenges /obstacle -Include its rules	- Suggest min TWO challenges /obstacle without rules	- Suggest min ONE challenges /obstacle		1.6	8		0
	8	Sub Module Reward, Penalty, and Status (Individual)	Identifies reasonably and clearly describes THREE items: - the rewards - penalty/punishment -status - includes its related rules	Describes THREE items: - the rewards - penalty/punishment -status -Include related rules but some incomplete	Describes THREE items: - the rewards - penalty/punishment -status	Describes minimum TWO items without rules	Unreasonable and unclear descriptions of the rewards & punishment and victory condition and its rules		1.6	8		0
	8	Sub Module Special Features (any special features, ARCS, pedagogical approach) (Individual)	Describe other related features/ events and their rules	in between	Include additional features/ events and their rules Unclear rules and events	in between	Unclear additional features/ events and its rules		0.8	4		0
	10	Sub Module Characters and Assets (including background, foreground, others related assets) (Individual)	Clearly explain & and provide related figures : - Characters, - Assets (Items) -All character or asset already clear and ready to use	Describes: - Characters, - Assets (Items) - some description unclear/imcomplete OR not provide related figures/not ready to use	Describes: - Characters, - Assets (Items) - not provide a related figure and explanation	Describes minimum TWO items	Describes minimum ONE item		2	10		0
		Sub Module Interface Design/Storyboard, (Individual)	Clearly explain & give related figures : -Completed Interface Design/Storyboard,	Describes: - Interface Design/Storyboard - some description unclear/imcomplete OR not provide related figures	Describes: - Interface Design/Storyboard - not provide a related figure and explanation	Describes minimum TWO items	Describes minimum ONE item		2	10		0

11	Sound and Arts: Ex: Music Sound effect, Art and Style, UI (Group)	Clearly explain - Music/ Sound effects - Art and style - give the related link or list samples of music/arts	Clearly explain - Music/ Sound effects - Art and style - no link/sample music/arts	Explain - Music/ Sound effects - Art and style * some explanation not clear	Explain MIN one item	unclear explanation of music/arts	1	5		0
12	Sceduling and Milestone (Group)	Clearly stated FOUR items below: - Activities - Milestone - Person In Charge - Start Date & End Date	Clearly stated FOUR items below: - Activities - Milestone - Person In Charge - Start Date & End Date - some items not logic/not clear	Clearly stated MIN THREE items - some items not logic/not clear	Clearly stated MIN TWO items below: - Activities - Milestone - Person In Charge - Start Date & End Date	items not clear /not logic	1	5		0

Total

90

5

Additional Notes for each scale: 5 - follow about 100% criteria, level 4- 80% criteria, level 3- 60% criteria, level 2- 40% criteria, level 1- 20% criteria