Rubric GAME Programming Specialisation

Subject	Learning goal	Insufficient (Not shown)	Sufficient	Good	Excellent	Level
Describe focus *Complete template focus-1 en focus-2*	The student must describe their focus in general and specifically for the current game.	You did not choose two things to focus on and/or you did not described these. You did not explain how your potential results are relevant to the game.	You described your focuses as a role and which results are expected. You describe the specific relevance of your focusses for the game currently being developed.	You described your focuses as a role and which results are expected. You describe the specific relevance of your focusses for the game currently being developed. You show some awareness of the game context and the needs of team members in the description of the tasks.	You described your focuses as a role and which results are expected. You describe the specific relevance of your role for the game currently being developed. You clearly show awareness of the game needs and of the needs of different team members to optimize the impact of your focus.	**i**
Research *Uit resultaat-1 en resultaat-2: Onderzoeksre sultaat & Gevonden bronnen*	The student must execute an exploratory research into the chosen specialisation; using relevant sources for the research and description of the specialisation.	You did not show you used sources to substaniate your specialisation. Your decisions, designs, and solutions are based on only your own oppinion.	You list sources you used for your research. You identify existing works as being desirable or undesirable for the context of the current project.	You list sources you used for your research. You can explain not only whether a source is worthwhile, but also why, and what specific aspects could or should be reflected in your own work.	You list sources you used for your research. You can explain not only whether a source is worthwhile, but also why, and what specific aspects could or should be reflected in your own work. Your research is very exploratory and a you show that you are trying to advance the game, or project in new directions	**i**
Results *Uit resultaat-1 en resultaat-2: Inhoudelijke beschrijving*	The student must show concrete results relevant to the current game project.	The results of the focus do not make use of your research or do not meet the standard that was approved by your team. Any of your results deviate from the context of the game as communicated by your team lead. Any of your results are not useful for the current game due to a poor process or poor comunication.	You show the results of your focus with text and imagery Your results are in some way relevant for the game.	You put a clear effort in explaining and showing your results and the decision you've made. You show some awereness of the (technical) contex in which you have implemented your results. Your results are in some way relevant for the game.	You put a clear effort in explaining and showing your results and the decision you've made. You clearly explain how your results are intergrated in the (technical/architectural) context of the game. Your results are excelent in very useful for the game.	**i**
Integration & Communication *Result-1 and result-2: Integration results* *log*	The student must function as a member of both a team and the larger company.	You developed products without checking that they are relevant to the context of the game. You created results to be integrated into the game but did not follow agreed protocols for sharing those works with your team. You failed to communicate your acheived results to other team members.	You show that you are aware of the context and show effort in trying to integrate your results. *(Awareness)*	You show that you are aware of the context and show effort in trying to integrate your results. *(Awareness)* You show that you are trying to improve your role in the integration effort and helping other students in integrating your work. *(Learning and helping)*	You show that you are aware of the context and show effort in trying to integrate your results. *(Awareness)* You show that you are trying to improve your role in the integration effort and helping other students in integrating your work. *(Learning and helping)* You show that you are trying to improve the integration proces for all teams and make them deliver the best integrated product possible. *(Leadership)*.	**s**
Reliability	The student must adhere to requirements of communicative media.				Your log is up tot date. You show that you are actively participating in the game and a reliable teammember.	**yes**

Maar 1 focus gedefinieerd ten tijden van de deadline. Vage outputs. WIE gaat er verder met jouw werk. Waarom is jouw werk relevant?

Maar 1 researchtopic. Die van Cinemachine zou ik een voldoende geven als het 2e topic zou bestaan. Jammer dat je maar 1 camerasysteem hebt bekeken.

Maar 1 resultaat ten tijden van je deadline. In je logs heb je het over NavMesh en NPC's. Wellicht was dat je 2e focus? Geen images / filmpjes van je werk