# Game Project Rubric

| Criteria | | 5 (Excellent) | 4 (Very Good) | 3 (Playable) | 2 (Limited) | 1 (Poor) |
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| **Game Design (40%)** | **Balance of elements** | The game is a professional prototype which displays a complete combination of all elements expected from the game genre/type.<br>- Not only does it display high functionality but each element compliments one another.<br>- The art style is cohesive, sounds are integrated well and matches the expectations of the intended target audience.<br><br>**11-12pt** | The game is a considered prototype which displays a combination of elements expected from the game genre/type.<br>- Not only does it display polished functionality but each element compliments one another.<br>- The art style is cohesive, sound is well integrated and generally matches the expectations of the intended target audience.<br><br>**9-10pt** | The game is a satisfactory prototype which displays a combination of elements expected from the game genre/type.<br>- It is functional and each element connects with one another.<br>- The art style is somewhat cohesive, sound design is implemented and shows an understanding of the target audience.<br><br>**7-8pt** | The game is a limited and/or incomplete prototype which misses an understanding of the game genre/type<br>- It is functional and the elements show little cohesion with one another<br>- Either the art style doesn't match, sound design is lacking or the design itself is lacking<br><br>**4-6pt** | The game is an incomplete prototype with numerous problems in understanding the execution of this style of game.<br>- It is not a functional design and the elements show no cohesion with one another. .<br><br>**0-4pt** |
| | **UI** | UI is sophisticated, Intuitive, simple, easy and predictable.<br>- The UI is complete, comfortable and helpful to the player.<br><br>**8-10pt** | UI is thorough, Intuitive, simple, easy and predictable.<br>- The UI is comfortable and helpful to the player.<br><br>**6-8pt** | UI is simple, easy and predictable.<br>- The UI is helpful to the player.<br><br>**4-6pt** | The UI is somewhat difficult to follow.<br>- At times the UI is confusing or unpredictable.<br><br>**2-4pt** | The UI either is not working or is unsuitable.<br>- Some elements of the UI design make no sense.<br><br>**0-2pt** |
| | **Gameplay** | A professional prototype that is representative of challenging and engaging gameplay.<br>- Originality, creativity and/or fun is shown within the mechanics, systems and components of the intended game design.<br><br>**10-12pt** | A thorough and well presented prototype that is representative of challenging and engaging gameplay.<br>- There is evidence of originality, creativity and/or fun within the mechanics, systems and components of the intended game design.<br><br>**8-10pt** | A playable prototype that is representative of challenging and engaging gameplay.<br>- There is evidence of originality, creativity and/or fun within the mechanics, systems and components of the intended game design. However elements of the design are too easy, too hard or not well thought out.<br><br>**6-8pt** | The prototype is too easy, too hard or not engaging. While there is evidence of originality, creativity and/or fun it is limited and not well thought out.<br><br>**4-6pt** | The prototype demonstrates little to no gameplay. What is presented is too easy, too hard or not engaging<br><br>**0-4pt** |
| | **Other pages** | The additions of rewards systems, credit, intro/menu, help screen show a sophistication and understanding of important interactions in games systems.<br><br>**6pt** | The additions of rewards systems, credit, intro/menu, help screen show a sound understanding of important interactions in games systems.<br><br>**5pt** | Either a feature is missing or the additions of rewards systems, credit, intro/menu, help screen shows some understanding of important interactions in games systems.<br><br>**4pt** | Many of these features are missing and show a lack of understanding of important interactions in games systems.<br><br>**3pt** | Little to no additional features are implemented.<br><br>**0-2pt** |

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| **Programming (40%)** — Coding quality | The scripts demonstrates advanced insight of the features of games programming<br>- The coding has little to no redundancy<br>- Custom blocks have been skillfully designed and make scripts easier to follow<br>- with appropriate comments<br>- Minimal to no bugs are in the prototype.<br>-Code structure is professional and well thought out with the use of appropriate coding methodology.<br>**21-30pt** | The scripts demonstrates a high level of insight for games programming<br>- The coding has minimal redundancy<br>- Custom blocks have been well designed and make scripts easier to follow<br>- with appropriate comments<br>- Minimal bugs are found in the prototype.<br>-Code structure is thorough and thought out with the use of appropriate coding methodology.<br>**16-20pt** | The scripts demonstrates a satisfactory level of insight for games programming<br>- The coding has some redundancy<br>- Custom blocks have been implemented and make the scripts easier to follow.<br>- with appropriate comments<br>- The bugs in the code do not impede playing the game.<br>-Code structure is present with the use of appropriate coding methodology.<br>**11-15pt** | The scripts doesn't demonstrates a satisfactory level of insight for games programming<br>- The coding has many redundancy<br>- While there are some custom blocks, the script is hard to interpret.<br>Comments may be minimal or confusing.<br>- The bugs in the code minimally impede on the gameplay.<br>-Code structure may be present but is minimal and missing appropriate coding methodology.<br>**6-10pt** | The scripts do not function correctly, making the game not playable.<br><br>**0-5pt** |
| **Programming (40%)** — GameAI | AI implementation on the 5 or more NPC's is innovative and thoughtful for their game design.<br>**9-10pt** | AI implementation on the 5 or more NPC's show a thoughtful approach to their game design.<br>**7-8pt** | AI implementation on the 5 or more NPC's is satisfactory understanding of what was required for their game design.<br>**5-6pt** | AI implementation on the NPC's is either lacking for their game design or missing an NPC.<br>**3-4pt** | AI implementation is mostly missing and/or doesn't function or work with the design.<br>**0-2pt** |
| **Report (15%)** | Excellent and professional quality of writing with logical flow<br>- All the items are included as dictated by the rubric.<br>**14-15pt** | Very good quality of writing with logical flow<br>- All the items are included as dictated by the rubric.<br>**11-13pt** | The writing quality is satisfactory with some grammatical errors.<br>- All the items are included as dictated by the rubric.<br>**8-10pt** | The writing quality is poor with many grammatical errors and mistakes<br>- Some of the items are missing.<br>**5-7pt** | The writing quality is very poor with many grammatical errors and mistakes<br>- Many of the items are missing.<br>**0-4pt** |

| **Report (15%)** | |
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| Introduction (Objectives, Genre, Target Users). (1%)<br>Describe the individual member roles (1%)<br>The key points of my game compared to other similar games. (1%)<br>FSM map or a diagram of the gameAI/algorithm used (1%)<br>Instruction to play. Include how to win and how to lose. (1%) | Flowchart of the Game structure + at least 3 story boards for the game. (1%)<br>Brief introduction to characters, obstacles, opponents, geometry (1%)<br>Identify algorithms or AI developed by your team (in sentences or pseudo codes). (1%)<br>Credit pages: information for each team member. (see "Other Conditions") (1%)<br>Log book showing your teamwork progress. |

| **Oral (5%)** | | | | |
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| Spoken and visual elements present a sophisticated and confident understanding of the team's prototype.<br>- Questions are answered correctly, not defensively, briefly and to the point.<br>**5pt** | Spoken and visual elements present a thorough and confident understanding of the team's prototype.<br>- Responses to questions are thoughtful, considered and open.<br>**4pt** | Spoken and visual elements present a sound understanding of the team's prototype.<br>- The students answered questions clearly and honestly.<br>**3pt** | Some aspects of spoken and visual elements may be unclear, incoherent or illogical.<br>- Attempts are made to answer questions, but these responses take too much time and/or miss the point of the question.<br>**2pt** | Many aspects of spoken and visual elements are unclear, incoherent or illogical.<br>- The team cannot answer questions adequately.<br>**0-1pt** |