# Game Jam Prototype Rubric

## Description

Your assignment is to create a single-mechanic prototype with your paired team. You need to design and implement an innovative mechanic, based on the genre + twist framework we talked about in class. This prototype should be finished, playable, and hosted on GitHub pages.

Additionally, you need to fill out and submit a simple descriptive document detailing your prototype and its development. We want your logline (genre + twist), a short description of the prototype, your GitHub project repository, a sketch or diagram, and documentation of each member’s individual contributions. We don’t expect each person to work on every part of everything, but we want to see significant contribution, particularly in coding and design, from everybody.

If you adhere to any of the winning game jam themes, you will receive extra credit.

Good luck, and have fun!

## Rubric Details

**Worth 10% for final grade**

**Game Jam Prototype (100 pts.** max 100 points**)**

* Descriptive document (30 pts)
  + Logline (4 pts)
  + Prototype description (8 pts)
  + GitHub repo listed (4 pt)
  + Individual contributions listed (6 pts)
  + At least one sketch or diagram (6 pts)
  + List used assets (2 pts)
* Hosted on GitHub Pages (not Unity Play) (10 pt)
* Presentation is clear and accurate (20 pts)
* The prototype works as described (40 pts)
  + Prototype is playable (10 pts)
  + Mechanic is innovative (20 pts)
  + Matches logline and description (10 pts)
* Adheres to game jam theme (+5 bonus points)

*Note:*

**Addressing Bugs and Functionality**

Points may be deducted for instances of bugs or poorly implemented functionality at the discretion of the teaching team. This emphasizes our commitment to maintaining a high standard of quality in your work.

**Teamwork Evaluation**

We want to foster a collaborative and balanced team environment. As such, the teaching team reserves the right to deduct points if an imbalance in teamwork is identified during the evaluation process.