

**Assessment Sheet (Marking Rubric)**

**Please note: Upload this rubric** and include it as part of your submission on VegaLearn.

<b>MODULE NAME:</b>	<b>MODULE CODE:</b>
<b>WORK INTEGRATED LEARNING 3B</b>	<b>XBCGD7312</b>

<b>GROUP NAME:</b>
<b>STUDENT NAME:</b>
<b>STUDENT NUMBER:</b>

<b>Phase 1</b>	
<b>Discuss outcomes from XBCGD7311 and plan the strategy for development.</b>	<ul style="list-style-type: none"> <li>• Discuss and identify any shortcoming from the <b>XBCGD7311</b> submission.</li> <li>• Discuss the strategy to correct and improve those shortcomings.</li> <li>• Identify and plan the strategy for the game.</li> <li>• Set up a project plan to monitor the progression of the delivery of the game.</li> </ul>

<b>PHASE 2 - PHASE 5</b>			
<b>Marking Criteria</b>	<b>Fail/Does not meet the required standard</b>	<b>Average/meets the required standard</b>	<b>Above average/is above the required standard</b>
<b>Building the game engine inside Unity/Unreal Engine</b>	There is minimal functionality from the game engine developed in Unity/Unreal Engine;	The most important aspects of the game engine have been developed in Unity/Unreal Engine.	The game engine has been successfully developed in Unity/Unreal Engine.
	<b>1 - 10 Marks</b>	<b>11 - 20 Marks</b>	<b>21 - 30 Marks</b>
<b>Camera, lighting, and other game-global systems</b>	No additional lights added or No camera interaction or no additional systems (e.g., particle systems).	Not all required lighting or camera system is implemented. Missing particle systems.	Entire prototype is correctly lit. Camera fully implemented. All required particle systems, and additional systems, implemented.
	<b>0 – 4 Marks</b>	<b>5 - 7 Marks</b>	<b>8 - 10 Marks</b>
<b>Game Engine prototype</b>	No prototype provided or few mechanics implemented.	Not all core mechanics implemented, or core mechanics are broken.	All necessary core mechanics implemented and working.
	<b>1 - 9 Marks</b>	<b>10 - 15 Marks</b>	<b>16 - 20 Marks</b>
<b>Teaching of game concepts.</b>	No game concepts are taught or those that are taught, are incorrect.	Some game concepts are taught, but not all. Or game concepts are taught out of sequence.	All game concepts are well taught to the player.
	<b>1 - 9 Marks</b>	<b>10 - 15 Marks</b>	<b>16 - 20 Marks</b>
<b>Scenario design and experimentation.</b>	No scenario provided or incomplete scenario provided.	Scenario is too rigid. No player experimentation is allowed.	Scenario is well designed, balancing guidance and player experimentation.
	<b>1 - 9 Marks</b>	<b>10 - 15 Marks</b>	<b>16 - 20 Marks</b>
<b>Overall impression.</b>	Scenario is boring, incomplete, or uninspired.	Scenario is interesting but does not fully capture the essence of the game.	Scenario is complete and interesting, engages the player, and encourages to play further.

	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks
<b>Appropriate level of challenge.</b>	No challenge provided to the player, or scenario is impossible to complete.	Scenario is challenging but takes more than 3 attempts to complete.	Scenario is challenging but does not take more than one or two attempts to complete.
	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks
<b>Ending hook</b>	Scenario does not end. No logical flow to rest of the game.	Scenario ends abruptly. Does not encourage further play.	Scenario ends at a logical stopping point. Scenario also encourages further play.
	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks
<b>Visual assets and animation.</b>	Some assets and animations missing.	Assets and animation have been updated but do not fully fit the aesthetic or required quality for the full game.	Assets are of a high quality. Animations run smoothly. Both fit in well with the aesthetics of the full game.
	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks
<b>Sound implementation and Dialogue.</b>	Sound and dialog not updated from Phase 3. Some dialog and sound missing.	Sound and dialog have been updated but do not fully fit the aesthetic or required quality for the full game.	Sound and dialog are of a high quality. Both fit in well with the aesthetics of the full game.
	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks
<b>Final User Interface and Experience.</b>	UI elements missing.	UI and UX elements are not user friendly. Does not contribute to the aesthetic of the game.	UI and UX fully implemented and is user friendly. Enhances the aesthetic of the game.
	1 - 9 Marks	10 - 15 Marks	16 - 20 Marks

<b>Overall Game Design.</b>	Game is broken and incomplete. Is mostly unplayable.	Game mechanics work and are implemented. Some game mechanics are not logically related to the full game or the level they are in.	Game mechanics work in all aspects of the game. Game mechanics enhance the experience of playing the game.
	<b>1 - 9 Marks</b>	<b>10 - 15 Marks</b>	<b>16 - 20 Marks</b>
<b>Completeness of Experience.</b>	Game is unfinished, incomplete.	Game is finished but shorter than required. Does not fully immerse the player for long enough.	Game is complete and sufficiently long to immerse the player fully in the experience.
	<b>1 - 10 Marks</b>	<b>11 - 20 Marks</b>	<b>21 - 30 Marks</b>
<b>Effectiveness with which community engagement was addressed.</b>	Game is not logically related to community engagement.	Game deals with community engagement but only on a superficial level.	Game provides a unique and powerful view on community engagement.
	<b>0 – 4 Marks</b>	<b>5 - 7 Marks</b>	<b>8 - 10 Marks</b>
<b>Neatness of Project Files.</b>	Files badly named, no folder structure, no overall architecture.	Files are structured and there is some hierarchy to the code, but no scope given for expandability.	Files are excellently structured; a robust architecture was used, and the code could easily be expanded.
	<b>0 – 4 Marks</b>	<b>5 - 7 Marks</b>	<b>8 - 10 Marks</b>
<b>itch.io Community impression</b>	No itch.io link submitted or no community feedback.	Community score of 1 to 3.	Community score of 4 to 5.
	<b>0 – 4 Marks</b>	<b>5 - 7 Marks</b>	<b>8 - 10 Marks</b>

PHASE 6	
<b>Presentation</b> <b>(Annexure D)</b>	<ul style="list-style-type: none"><li>• Present the final game developed by your team.</li><li>• Create a pitch presentation with presenter's notes as though you were going to pitch your concept to funders.</li><li>• See <u>Annexure D</u> for the rubric used to mark your presentation.</li></ul>

  

PHASE 7	
<b>Submission</b>	<p>Submit the documentation, annexures, links to VegaLearn.</p> <ul style="list-style-type: none"><li>• Link to the group's repository on GitHub and itch.io.</li><li>• Your Self-Evaluation</li><li>• Peer-Evaluation for each member in the group</li><li>• Declaration of Authenticity</li><li>• WIL project rubric</li></ul>