

**ASSESSMENT PRODUCT CRITERIA GRID**

Team Name: Fossil Clock

Team Lead Name: Lewis Hammond

Grade	Content	Claim
		✓
To achieve 0	No submission or submission is missing components, core features of gameplay are missing, does not run. No evidence of participation in team project	✓
To achieve <40	There is a game, but it is missing key components. Level of project does not meet a level 5 standard. Level of technical detail is not at required level for this module. Poor participation in team project	✓
To achieve 40+	Team game minimum requirements of assessment game is playable without crashing, gameplay and design varies marginally from a commercial game. The majority of features have been implemented. Evidence of minimum requirements for team participation.	✓
To achieve 50+	Meets the requirements for <b>40+</b> . Game is feature complete with some level of complexity demonstrated, the submitted game is unique and experimental in style of play or hardware interaction. Demonstration of good development practice is evident in accompanying documentation. A good level of active team participation	✓
To achieve 60+	Meets the requirements for <b>50+</b> , and additionally shows effort has been made to make sure that the game is experimental in design and/or use of hardware. The materials accompanying the game are of a high standard and feature complete, strong evidence of team participation.	✓
To achieve 70+	Meets the requirements for <b>60+</b> , the game covers advanced methods of gameplay or user interaction not covered during lectures. Any code is well written and efficient, gameplay mechanics are well thought out and show a high level of attention to detail with good knowledge of design and implementation principles demonstrated throughout project.	