

Score	Adherence to Guidelines	Aesthetic Appeal	Gameplay Mechanics	User Interface	Lasting Appeal
4 (Excellent)	Completely followed all rules and guidelines, and incorporated all core mechanics of a tower defense game.	Graphics and audio are pleasing to the eye and work together to create a unique look and feel to the game.	Game uses unique and interesting mechanics OR game blends together common mechanics well and in a unique, interesting way.	Interface is concise, easy to understand, and aesthetically appealing. Controls are intuitive and responsive.	Game is interesting, innovative, and a blast to play. Game's quality is the level of something a person would buy.
3 (Above average)	Failed to incorporate one core mechanic of a tower defense game.	Graphics are pleasing to the eye. Graphics clash with each other at times OR graphics do not create a unique look/feel to the game. Little to no audio.	Game uses some common mechanics and one or two unique mechanics that blend well together OR game uses mostly unique mechanics that do not work well together.	Interface is usable, but sometimes redundant and unintuitive. Controls sometimes do not respond as expected.	Game is somewhat interesting and entertaining to play. Game's quality is the level of an early demo for a promising game.
2 (Below average)	Failed to incorporate two core mechanics of a tower defense game.	Graphics are not pleasing to the eye. Graphical elements are still distinguishable from each other.	Game uses common mechanics that do not work well together OR game uses only a few unique mechanics.	Interface is confusing, unintuitive, and hard to use.	Game is not very enjoyable and frustrating at times.
1 (Poor)	Failed to incorporate three or more core mechanics of a tower defense game.	Graphics are not pleasing to the eye. Most graphical elements are indistinguishable from each other.	Game uses very few mechanics outside of those core to a tower defense game.	Interface rarely works reliably and is frustrating to use. Controls are extremely unintuitive.	Game is very frustrating to play and does not hold one's attention for very long.
0 (Disqualified)	Game is unplayable OR game used copyrighted resources.	Graphics cannot be observed OR game used copyrighted graphics.	Game uses a single set of mechanics besides the core mechanics that is identical to an existing game.	Interface is nonexistent, unresponsive, or a close copy of another game's interface.	Game contains many game-breaking bugs OR game is unplayable.

Core mechanics of a tower defense game:

- The player's objective is to stop a group of enemies from achieving a single primary objective besides the destruction of objects controlled and/or summoned by the player. For example, the primary objective of the enemies cannot be destruction of a player-controlled avatar directly fighting the enemies, or the destruction of objects summoned by the player such as towers or other defenses. Note that destruction of a player-controlled avatar or objects summoned by the player can be a *secondary* objective of the enemies.
- The player is capable of summoning non-player-controlled objects for use in impeding the enemy's progress in achieving their objective(s). Examples include towers that destroy enemies, towers that slow down enemies, base defenses, traps, minions/guardians, etc.
- The player must manage a scarce resource (or resources) that is used to summon the non-player-controlled objects or otherwise impede the enemies from achieving their objective(s). Time is a possible scarce resource (i.e. the player has to manage cooldowns of abilities and/or summonings).