

AHI Rubric

Note: some grade elements are team-based and others are individual. Students in the Software Development thread are individually considered their own team, though they might be paired with other students for certain assignments/exercises.

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Item	Grade Value	Due Date	Page
Submission Requirements	--	--	1
Professionalism	10	Always	2
Assignments:	--	--	--
Development Sprints	30	4, 6, 8	2
Navigation Chart	(15)	--	2
Navigation "Paper" Flowchart	5	2	2
Digital Flowchart	10	8	2
Paper Model play & UI	(25)	--	3
Play Paper Model	5	2	3
UI Paper Model	10	2	3
UI Digital Model	10	8	3
Style Guide	20	8	4

All CD contact and project submission will be transmitted by email: svanzandt@fullsail.com

Professionalism (10%)

All students must conduct themselves in a professional (industry casual) and courteous manner. This score represents 10% of the course grade and each infraction costs 2% (5 or more infractions negate this component of the course grade). Specific aspects of this grade component are described below.

Grade Deduction per Infraction
2% per infraction

Violations

- **Disruptive or distracted behavior.** This includes sleeping, talking, playing games, surfing the net or otherwise not paying full attention to the instructors when they are speaking or during assignment time.
- **Bad attitude.** If you don't have something positive to say keep your mouth shut. Also no pouting, sulking, frumping or fuming. You are allowed to be critical, just keep it professional and productive (like explaining why you personally don't like a game, etc...).
- **Food or drinks in class.** This means all consumables, food, drinks, candy, carrion or otherwise. Any food being consumed or food containers that come to rest on any exposed surface (floor, table or chair) is an immediate and serious violation.
- **Tardiness.** Arrive at the start of class and return promptly after lunch and do not abuse personal breaks (bathroom, smoking, etc...).
- **Bad hygiene or hygienic behavior.** Be courteous to others: wash your clothes and your body, brush your teeth, do not make exhibitions of burping or farting and DO NOT pick your nose!

Assignments

Development Sprints (30%)

Students/teams are responsible for furthering the development of their product in conjunction with their AHI course work, both as assigned lab time and also as independent study. The score represents 30% of the course grade and is broken into three (3) individual evaluations, each at the end of Development Sprints positioned on the second day of weeks 2, 3 and 4 (days 3, 5 and 7).

Each sprint is evaluated by PP3 staff based on the completion and quality of tasks assigned on the previous week.

Navigation Chart (15%)

Students/teams will develop a navigation scheme in a two (2) stage progression, Paper Navigation Flowchart and Digital Navigational Flowchart.

Navigation "Paper" Flowchart (5%)

Students/teams will draft a flowchart of all locations (navigation screens) including specific connections. This flowchart can be on paper or in digital format ("Paper" is a title).

Quality	Score	Evaluation
Satisfactory	2	All locations/content/functions are represented
Poor	1	Most but not all locations/connections are represented
Unacceptable	0	Inventory incomplete or work grossly deficient

Product is reviewed in class and ultimately digitized and included in the Style Guide (see that assignment).

Digital Navigational Flowchart (10%)

Students/teams will create a digital flowchart representing the locations in their product and the interconnection between them.

Quality	Score	Evaluation
Satisfactory	10	All locations are represented and interconnections acceptable
Poor	6	All locations represented but interconnection flawed
Unacceptable	0	Locations missing and/or interconnection deficient

Product is submitted as JPG image or PDF, properly named as "*teanname_nav*.(format)" and ultimately packaged with Style Guide (see that assignment).

Paper Model UI (25%)

Students/teams will develop a representative UI model in two (2) stages of progression, UI Paper Model and digital format (to be submitted with the Style Guide assignment).

Play Paper Model (5%)

Students/teams will draw on paper a sketch of the game in action somewhere around the late early/early mid game.

Quality	Score	Evaluation
Satisfactory	5	All elements are represented and acceptable
Poor	3	Elements are represented but flawed (lacks detail)
Unacceptable	0	Elements are missing and/or information is deficient

UI Paper Model (10%)

Students/teams will draw on paper each screen and window of their product with wireframe representations of functions and devices (input and output).

Quality	Score	Evaluation
Satisfactory	10	All functions and devices are represented and acceptable
Poor	6	Functions or devices represented but flawed (lacks detail)
Unacceptable	0	Functions/devices missing and/or information is deficient

Product is presented in class (and not submitted).

UI Digital Model (10%)

Students/teams will convert UI Paper Model to digital format using software of their choosing.

Quality	Score	Evaluation
Satisfactory	15	All functions and devices are represented and acceptable
Poor	9	Functions or devices represented but flawed (lacks detail)
Unacceptable	0	Functions/devices missing and/or information is deficient

Product is submitted as image or PDF, properly named as "*teanname_nav*.(format)" and ultimately packaged with Style Guide (see that assignment).

Style Guide (20%)

Students/teams will create a document to outline their product's aesthetics, navigation and UI.

Quality	Score	Evaluation
Satisfactory	20	All content and details are represented and acceptable (-2 points per flawed element)
Poor	12	Content or details represented but flawed
Unacceptable	0	Content or details missing or meaningless

Product must be submitted by email to svanzandt@fullsail.com as Word doc (or docx), properly named as "*teamname_guide.doc*" (or receives one tier grade loss), in a zip file with navigation flowchart and UI JPGs.

- **Email attachment size limit is 7mb (larger will be rejected).**
- **Zip file containing:**
- **Style Guide Document** (Word doc/docx)
- **Image 1:** Navigation Flowchart (jpg)
- **Image 2:** Game Interface (jpg)

NOTE: Emler must CC all team members in submission and expect a reply with "Received" and possibly notes within 24 hours. If that reply email is not received in that time (24 hours after due date) then the team must contact the CD because their original submission email never arrived.

Document Formatting:

File format -- Word (doc or docx).

Naming -- document to be named after the team for easiest identification, "*TeamName_guide.doc*."

Headers -- team name and product name.

Page Numbers -- top or bottom of page.

Formatting -- identify elements, bolds, indents, spaces, number/bullets, etc. It is expected to be a neat and organized document.

Clarity -- all elements are clearly visible and understandable.

Document Contents:

Team/Developer(s) & Product Name -- (identify element) team name, member names (or developer name) and product name.

Pitch -- product summary.

Comparable Products -- minimum of 5 similar products (images) and text support (how are they similar to your product).

Typography -- minimum of 2 fonts (title and body), provide names as examples. NOTE: must make a jpg with the font type (for title/body) in the given font and insert the jpg into the style guide doc.

Color Palette -- minimum of 5 colors, swatches (image) and hexadecimal value.

Image/Texture Gallery -- minimum 5 images (sprites, framing, devices, etc) and text support (what are the images). These are from OTHER products (or real world examples) and used to help demonstrate the aesthetics of YOUR product.

Reference to attachments:

- Navigation flowchart (JPG)
- Primary HUD (JPG)

Navigation and Primary HUD are NOT TO BE EMBEDDED in the word doc but delivered as jpgs in the zip file.