Rubric

# Global Thermonuclear Pong

100 Total Points

## Basic Requirements (40 points, 10 points each)

* 2-Player game with custom variables to keep track of scoring. Scores are drawn in a special score area of the game.
* Custom animated sprite (just 1 is fine) of some kind (doesn’t have to be an explosion).
* A “smart” bouncing effect for the paddles.
* Some form of escalating difficulty

**Please note**: Just fulfilling a requirement will not necessarily earn full points. Each of the requirements must be done *well* to receive full points.

## Creativity (15 points)

* (**15** points) Exceptional work in breaking the mold and doing something unique and innovative. While this project stuck to the requirements, it did so in a new, interesting way that demonstrated an outstanding grasp of the concepts at hand.
* (**10** points) Moderate creative work. The project stuck to the examples with one or two innovations.
* (**5** points) Low creative work. The project stuck to the examples with very minor “innovations.” It would have been possible to create this game without having a strong grasp of Game Maker Concepts.
* (**0** points) You did EXACTLY the same thing as the demo project in the video. I could have trained a monkey to do the same thing…

## Gameplay (15 points)

* (**15** points) The attention to detail and polished feel of the game is outstanding. Clear effort has been placed into making the game genuinely fun to play. It isn’t too hard or two easy. In fact, the game actually progresses in difficulty as it goes.
* (**10** points) The game is moderately fun to play. It has potential, but there are a few obvious areas in need of improvement.
* (**5** points) The game works, but not very well. It is frustrating to play because things go wrong that are outside of the player’s control.
* (**0** points) The game doesn’t even work.

## Evolution Log (30 points)

* (**15** points) The log is detailed and the content demonstrates genuine thought and reflection. It is clear that you were very committed to making your game as good as it could be, and you weren’t afraid to try new things.
* (**10** points) The log has a moderate amount of detail. You seem to have recorded the major events in the evolution of your game, but it’s not clear that you gave genuine thought and reflection in the evolutionary process.
* (**5** points) Your log is very lacking in detail. You did the bare minimum. Very little evidence of thought and reflection can be seen in your log.
* (**0** points) No log was submitted with your game.