|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Criteria** | **Scale 1** | **Scale 2** | **Scale 3** | **Scale 4** |
| Implementation and Deployment | No code submitted,incomplete | Code is submitted,  One platform build | Code is submitted,  two or more platforms | Code is submitted,  two or more platforms, plus VR/AR |
| Points | 0 - 20 | 21 - 30 | 31 - 45 | 46 - 50 |
| Lobby and networking  code | No Lobby  No network | Lobby with bugs,  No networking | Lobby and multiplayer networking Many bugs | Lobby and networking few errors or bugs |
| Points | 0 - 20 | 21 - 30 | 31 - 40 | 41 - 50 |
| UI Functionality | No UI - all key code | Some UI screens done, not fully functional | All UI Screens, many bugs | Functional UI no bugs or mistakes |
| Points | 0 - 20 | 21 - 30 | 31 - 40 | 41 - 50 |
| Forking Version Control | No version control system used | VC used, repo not forked or new repo used | Fork of project 2 | fork plus multiple branches |
| Points | 0 - 20 | 21 - 30 | 31 - 40 | 41 - 50 |
| Documentation  Analysis of networking platform used | No analysis included | Limited or incomplete analysis | Analysis of networking platform used | Analysis of networking platform used, analysis of code |
| Points | 0 - 20 | 21 - 30 | 31 - 40 | 41 - 50 |
|  |  |  |  |  |
|  |  |  |  |  |