

## STEM at CCNY Game Development Report Card

Name: \_\_\_\_\_

### Overall Grade:

This class is broken down into three portions: homeworks, tests and final project. The homeworks and tests were used to prepare the scholar to create their own game by the end of the semester. The homework is worth 30%, tests are worth 20% and the final project is worth 50% of the final grade.

Grade Source	(Earned / Possible)
Tests	/ 20%
Homework	/ 30%
Final Project	/ 50%
<b>Total:</b>	<b>/100 % [Letter Grade]</b>

### Tests:

The class has three tests and the lowest scored test was dropped. This leaves the other two tests worth 10% each adding up to 20% of the overall class grade.

Grade Source	(Earned / Possible)
Test_1	/10
Test_1	/10
Test_3	/10
<b>Total:</b>	<b>/20 * 20% →</b>

## Homeworks:

The class had six homeworks each worth approximately 5% of the grade with all seven adding up to 30% of the overall class grade. They were graded on a scale of 0 to 10.

Grade Source	(Earned / Possible)
Homework_1	/10
Homework_2	/10
Homework_3	/10
Homework_4	/10
Homework_5	/10
Homework_6	/10
<b>Total:</b>	<b>/60 * 30% →</b>

## Final Project:

The class had a final project that would see the scholar work individually or in a team. For this final project, they would have to create their own Game Design Document for 15% of their grade, they would then upload their game and all project files to GitHub for 25%, they would also upload a live version of the game on Itch.io for 5%, and finally would provide a video of the student plaything through the game from start to finish for 5%. This adds up to 50% of the overall class grade.

Grade Source	(Earned / Possible)
Game Design Document	15/15
GitHub Repository	25/25
Itch.io Page	5/5
Video Playthrough	5/5
<b>Total:</b>	<b>50/50 * 50% → 50%</b>