FBLA COMPUTER GAME & SIMULATION PROGRAMMING
Demonstration Rating Sheet ❑ Preliminary Round   ❑ Final Round

(Mark one score per row **AND** write score in the Points Earned column. Use Tie Breaker column to add or subtract points to break ties.)

Project Usability

Project Usability	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
Instructions are clear and executable launches from shortcuts without modifications	No instructions provided		Instructions provided but incomplete or incorrect		Complete and accurate instructions given		Instructions provided, but programming allows user to execute without			
	0	O	7	O	14	O	20	O		
User interface and navigation	User interface and/or instructions not obvious		Instructions are not clear OR user interface is not defined		User interface and instructions clearly identified on title slide and are fully functional		More than one fully functional user interface is available and instructions are clear			
	0	O	7	O	14	O	20	O		
Errors did not crash the project or prevent use	Errors prevented use of program		Contains errors, but did not prevent execution of program		No errors existed					
	0	O	10	O	20	O				
Program documentation is readable, useful, and complete	Program documentation not provided		Program documentation contains errors		Program documentation is error free		Program documentation invites use of advanced features			
	0	O	3	O	7	O	10	O		

Project Concept & Design

Project Concept & Design	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
Program fully addresses the concept and/or topic	Concept and/or topic are not followed		Concept and/or topic not fully developed		Fully addresses the concept and/or topic		User with no knowledge of the concept and/or topic can identify based on use of project			
	0	O	3	O	7	O	10	O		
Color, backgrounds, font, and sounds are appropriate for the concept/topic	No design principals applied		Contrast, font, sound or design choice is distracting		Contrast, font, sound, and design choice are appropriate for the concept/topic		Contrast, font, sound, and design choice enhance the experience for the user			
	0	O	1	O	3	O	5	O		
Graphics are appropriate for concept and/or topic	No graphic design principals applied		Graphics are distracting		Graphics are appropriate for the concept/topic		Graphics enhance the experience for the user			
	0	O	1	O	3	O	5	O		
Title screen functions and provides working instructions	No title slide provided		Title slide has limited instructions and/or functionality		Title slide functions and provides clear instructions		Title slide provided, but allows user to execute without need for instructions			
	0	O	3	O	7	O	10	O		
Code is written correctly	Code contains errors that prevent the execution		Code contains errors that did not prevent execution		Code is error free		Code is well commented to explain logic used and reason for block of code			
	0	O	7	O	14	O	20	O		

Project Evaluation

Project Evaluation	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
Quality of rules and accuracy of code identifying rules	Rules contain substantial errors affecting game play		Rules contain errors that have minimal impact on game play		Rules are error free as discovered through basic game play		At least one advanced rule feature available			
	0	O	7	O	14	O	20	O		
Game is challenging but can be completed	Game is overly simplistic and/or cannot be completed		Game can be completed but is simplistic		Game is challenging and can be completed		User can navigate the game with rules as defined and several outcomes are available for completion			
	0	O	7	O	14	O	20	O		
Player immersion and experience	Experience intended for the game is not defined		User can navigate the game but experience and purpose is defined		User can navigate and complete the game following the rules		Game includes an operating multi-player function			
	0	O	7	O	14	O	20	O		

Delivery Skills

Delivery Skills	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
Statements are well-organized and clearly stated	Presenter(s) did not appear prepared		Presenter(s) were prepared, but flow was not logical		Presentation flowed in logical sequence		Presentation flowed in a logical sequence, statements were well organized			
	0	O	1	O	3	O	5	O		

Self-confidence, poise, assertiveness, and good voice projection	Presenter(s) did not demonstrate self-confidence		Presenter(s) demonstrated self-confidence and poise		Presenter(s) demonstrated self-confidence, poise, and good voice projection		Presenter(s) demonstrated self-confidence, poise, good voice projection, and assertiveness			
	0	O	1	O	3	O	5	O		
Ability to effectively answer questions	Unable to answer questions		Does not completely answer questions		Completely answers questions		Interacted with the judges in the process of completely answering questions			
	0	O	3	O	7	O	10	O		
							Demonstration Subtotal (200 max)			

Penalty Points (Mark all that apply)

Time over 7 minutes	-5	O	Dress Code not followed	-5	O	Event Guidelines not followed	-5	O	**Total Penalty**	-	
									Grand Total		

Name(s): _____

School: _____ State: _____

Judge's Signature: _____ Date: _____