**GAT 211 MELEE COMBAT SYSTEM RUBRIC (FALL 2013)**

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| **Student Name: Total Score (75% Base):** |

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| **SUBMISSION REQUIREMENTS** |  |
| Turned in late (final grade is halved) | x½ |
| Requires a resubmission (-5% per day) |  |
| Uses movement, ranged attacks, etc. | -40% |
| Analysis is not just for a one-on-one fight | -40% |
| Is a direct copy of another system | -40% |
| Does not include Name, section information, and DigiPen copyright | -10% |
| File does not follow class naming system | -5% |
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| **INNOVATION** |  |
| System has completely unoriginal mechanics/dynamics/aesthetics | -2% |
| Has simple variants of known mechanics/dynamics/aesthetics | +0% |
| Failed attempt at largely untried mechanics/dynamics/aesthetics | +0% |
| Interesting attempt at largely untried mechanics/dynamics/aesthetics | +2% |
| Completely novel mechanics/dynamics/aesthetics that actually work | +5% |
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| **ORGANIZATION AND READABILITY** |  |
| Spreadsheet is very difficult to understand, or system description isn’t there | -10% |
| Spreadsheet is somewhat difficult to understand, or system description is weak | -5% |
| Spreadsheet is clean and simple, but nothing fancy | +0% |
| Spreadsheet has some nice charts, color, or other features | +1% |
| Spreadsheet is really slick and fancy | +2% |
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| **THEME AND CHARACTERS** |  |
| Very weak theme or characters | -2% |
| Decent theme or characters | +0% |
| Really good theme or characters | +1% |

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| **AVERAGE INTENSITY CURVE** |  |
| Decreasing intensity curve (or none shown) | -20% |
| Flat intensity curve | -10% |
| Increasing curve, but too fast or slow | -5% |
| Ending of the fight is weak | -2% |
| Increasing intensity curve | +0% |
| Intensity curve has at least three peaks | +2% |
| Highest intensity curve peak is very strong | +2% |
| Beginning of the fight is gripping or otherwise highly engaging | +2% |
| Ending of the fight is strong, with an effective epilogue | +2% |
| Intensity curve is extremely well-crafted overall | +2% |
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| **ANALYSIS QUALITY** |  |
| Analysis is barely there at all | -20% |
| Analysis is limited or sloppy | -10% |
| Weak and does not address anything interesting | -5% |
| Decent and points out something interesting at least once | +0% |
| Strong and has lots of interesting insights (+1% each) |  |
| Analysis is done for a fight between the exact same two characters, instead of two different characters | +5% |

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| **SYSTEM COMPLEXITY** |  |
| System is so complex it is difficult to comprehend | -10% |
| System is overly complex, but still comprehensible | -5% |
| System is not needlessly complex | +0% |

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| **Notes:** |