**GAT 211 COMBAT MAPS RUBRIC (SPRING 2014) - 20% of your grade**

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

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| **SUBMISSION REQUIREMENTS** | |  |
| Turned in late (final grade is halved) | | x½ |
| Does not include Name, section information, and DigiPen copyright | -10% | |
| Requires a resubmission (-5% per day) | |  |
| Overall: Grammar, Syntax, formatting or math errors: (-1% each) | |  |
| Does not include at least 2 of each map type (-10% per missing map) | |  |
| Box is Unprofessional | |  |
| Box/file is portfolio ready | | +2% |

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| **MAP BASICS** | | | | | | | | | |  |
| Was not submitted (-10% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Direct copy of another map\* (-10% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Minor variation of another map\* (-5% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Really simplistic or really short (-5% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| No title with a #1-10 as part of it (-2% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Missing/incorrect scale or key (-2% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Map is not very interesting/no player choices (-2% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| At least a little bit interesting (+0% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Map creates interesting player choices (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Good MDE notes/design notes (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Map helps teach game story or rules (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |

*\*Only applies to maps made by other people or other maps submitted in this assignment. You are free to use (or modify) maps you already made for this class.*

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| **OVERALL THEME FOR ALL MAPS** |  |
| Overall jarring/confusing themes | -2% |
| Overall decent theme or no themes | +0% |
| Overall really good themes | +1% |

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| **INTENSITY CURVE** | | | | | | | | | |  |
| Decreasing, or no curve shown\* (-5% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Flat (-2% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Increasing, but too fast or slow (-1% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Doesn’t have at least three peaks (-1% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Increasing at a good pace (+0% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Highest peak is very strong (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Would deliver a satisfying play experience (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| IC is well detailed/designed (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Is extremely well-crafted overall (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |

*\*Each map must have an estimated intensity curve graph (as part of the map graphic) with each peak labeled.*

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| **ORGANIZATION AND VISUALS** | | | | | | | | | |  |
| Unreadable or really confusing (-5% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Hard to read or confusing (-2% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Start or end points aren’t clear (-1% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Clean and simple, nothing fancy (+0% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |
| Really slick and fancy (+½% each) | | | | | | | | | |  |
| #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 |  |

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| **Notes:** |