**GAT 211 TEAM FORTRESS 2 CONVERSION RUBRIC (SPRING 2014) - 30% of 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 | |
| Requires a resubmission (-5% per day) |  | |
| Overall: Grammar, Syntax, formatting or math errors: (-1% each) |  | |
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| **CORE SYSTEM INNOVATION** |  | |
| Core system has completely unoriginal mechanics/dynamics/experience. | -2% | |
| Has simple variants of known M/D/E | +0% | |
| Failed attempt at largely untried M/D/E | +0% | |
| Interesting attempt at largely untried M/D/E | +2% | |
| Completely novel M/D/E that actually work | +5% | |
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| **SYSTEM COMPLEXITY** | |  |
| So complex it is difficult to comprehend | | -10% |
| Overly complex, but still comprehensible | | -5% |
| System is not needlessly complex | | +0% |
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| **GAME RULES** |  | |
| Require more than two players | -20% | |
| Take over 30 minutes to set up and play | -10% | |
| Setup instructions don’t work | -5% | |
| Cannot finish due to rules issues | -5% | |
| Have holes in them (-2% each) |  | |
| Are unclear or confusing | -5% | |
| Do not deliver the TF2 Experience | -5% | |
| Do not use consistent terminology | -2% | |
| Have some parts that are a bit unclear | +0% | |
| Mechanics create interesting Dynamics (+1% each) |  | |
| Mechanics and Dynamics create interesting experiences (+1% each) |  | |
| Are very clear and easy to understand | +2% | |
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| **CHARACTERS** |  | |
| Less than 5 TF2 characters used (-5% each) |  | |
| Don’t capture the essence of TF2 (-2% each) |  | |
| Work fairly well, but are just okay | +0% | |
| Deliver on the TF2 Experience very well | +2% | |
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| **GAME COMPONENTS** |  | |
| Necessary components are missing | -10% | |
| Sloppy/inconsistent/hard to use | -2% | |
| Clean and simple, but nothing fancy | +0% | |
| Enhance game Dynamics/ Experience somewhat | +1% | |
| Enhance game Dynamics/ Experience very well | +2% | |
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| **GAME BOX** |  |
| Not standard shirt box size | -20% |
| Outside of box is missing game, student, or class section name (-10% each) |  |
| Outside of box is missing date or Digipen copyright | -10% |
| Construction is sloppy/does not close | -2% |
| Clean and simple, but nothing fancy | +0% |
| Has some nice art, color, etc. | +1% |
| Box is Portfolio ready | +2% |
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| **GAME RULEBOOK** |  |
| Missing game, student, or section name (-10% each) |  |
| Missing date or Digipen copyright | -10% |
| Missing **Valve** copyright | -40% |
| Construction, design, or layout is sloppy | -10% |
| Has typos or poor grammar (-2% each) |  |
| Clean and simple, but nothing fancy | +0% |
| Has useful examples and images | +1% |
| Rulebook is Portfolio ready | +2% |
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| **THE MAP** |  |
| Direct copy of a pre-existing game map | -20% |
| Sloppy in construction, layout, or look | -10% |
| Map layout/design is really uninteresting/too simple | -5% |
| Map layout/design is okay, but not that interesting | +0% |
| Map helps teach the game story or rules | +2% |
| Map is portfolio ready | +2% |
| Map layout/design creates interesting Dynamics | +2% |
| Map layout/design creates interesting Experiences | +2% |

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| **INTENSITY CURVE DOCUMENT** |  |
| Decreasing intensity curve | -20% |
| Flat intensity curve | -10% |
| Missing "Up/Down" lists | -10% |
| Includes "Up/Down" lists that are too short or poorly thought out | -5% |
| Missing axis and curve labels | -10% |
| Increasing curve, but too fast or slow | -5% |
| Ending is weak | -2% |
| Increasing intensity curve | +0% |
| Intensity curve has at least three peaks | +2% |
| Highest intensity curve peak is very strong | +2% |
| Detailed enough to be a useful design tool | +2% |
| Intended curve would deliver a satisfying play experience | +2% |
| Is extremely well-crafted overall | +2% |

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| **Notes:** |