**GAT 211 TACTICAL COMBAT GAME RUBRIC (SPRING 2014) - 40% 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) |  | |
| Missing Name, section information and/or Digipen Copyright | -10% | |
| Overall: Grammar, Syntax, formatting or math errors: (-1% each) |  | |
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| **MDE Document** |  | |
| Core system has very poor/no mechanics analysis | -20% | |
| Core system has very poor/no dynamics analysis | -20% | |
| Core system has very poor/no experience analysis | -20% | |
| Core system has weak mechanics analysis | -5% | |
| Core system has weak dynamics analysis | -5% | |
| Core system has weak experience analysis | -5% | |
| 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% | |
| Well defined, well explained system mechanics | +2% | |
| Well defined, well explained system dynamics | +5% | |
| Well defined, well explained system experience | +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** |  | |
| 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 use consistent terminology | -2% | |
| Have some parts that are a bit unclear | -1% | |
| Are fairly clear and understandable | +1% | |
| Are very clear and easy to understand | +2% | |
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| **CHARACTERS/WORLD** |  | |
| Very weak/No Story | -10% | |
| Elements are too powerful, too weak, or out of balance (-2% each) |  | |
| Story and game system mechanics contradict each other | -5% | |
| Work fairly well, but are just okay | +0% | |
| Are very interesting or fun (+1% each) |  | |
| Have innovative mechanics (+1% each) |  | |
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| **GAME BOX** |  |
| Not standard shirt box size | -20% |
| Construction or design is sloppy/does not close | -5% |
| 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 copyright | -10% |
| Clean and simple, but nothing fancy | +0% |
| Has good examples/images | +1% |
| Rulebook is portfolio ready | +2% |
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| **THE MAP** |  |
| Sloppy in construction, layout, or look | -5% |
| Hard to use/lowers playability | -5% |
| Clean and simple, but nothing fancy | +0% |
| Has some nice art, color, etc. | +1% |
| Map is portfolio ready | +2% |
| Map layout/design is really uninteresting/too simple | -2% |
| Map layout/design is okay, but not that interesting | +0% |
| Map teaches game story or rules well | +2% |
| Map layout/design has good Mechanics | +2% |
| Map layout/design leads to good Dynamics/Experiences | +2% |

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| **INTENSITY CURVE** |  |
| Decreasing intensity curve | -20% |
| Flat intensity curve | -10% |
| Curve or Axis not labeled | -10% |
| Does not include "Up/Down" lists | -10% |
| Includes "Up/Down" lists that are too short or poorly thought out | -5% |
| 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% |
| Curve is detailed enough to be a useful design tool | +2% |
| Curve would create an enjoyable user experience | +2% |
| Is extremely well-crafted overall | +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% |
| Have some nice art, color, etc. | +1% |
| Enhance the game play experience | +2% |
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| **Notes:** |