**SEGMENT PROTOTYPE (FALL 2015)**

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| **Team/Game: Total Score (75% Base):** |

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| **ENGINE** |  |  | **GAME PLAY** |  |
| No graphics at all, or no movement at all, or either graphics or physics system not integrated | -25% |  | No game play is demonstrated | -10% |
|  | Only basic game play (damage, audio triggers, etc.) | -5% |
| Missing critical engine features (if needed):   * Sharing objects, containers, math library, etc. * Display of models/sprites/skybox/background * Model/sprite animations * Debug output, debug drawing, asserts * Collision detection and basic forces * Networking system not working or not integrated | -10% |  | Some real game play, but not a full segment | -2% |
|  | Full segment of prototyped gameplay is functional | +0% |
|  | Three segments of gameplay are functional | +1% |
|  | Five or more segments of gameplay are functional | +2% |
|  | One prototype segment proven to be engaging | +2% |
|  | Full episode prototype proven to be engaging | +5% |
|  | Game play shown is of a type not commonly seen | +1% |
| Missing basic engine features (if needed):   * Performance tracking and viewing * Basic collision response * Basic lighting for a 3D game * Sprite scaling and rotation for a 2D game * Basic multiplayer (if primary way game is played) * AI/behaviors not working or not integrated | -5% |  | Game play shown is innovative in a minor way | +2% |
|  | Game play shown is innovative in a major way | +5% |
|  | Prototype has some epic moments (+1% each) |  |
|  | Narrative used well in prototype (+1% or more) |  |
|  | Visuals used well in prototype (+1% or more) |  |
|  | Audio used well in prototype (+1% or more) |  |
|  |  |  |
| Character controller is not fully working w/physics | -2% |  | **TESTING** |  |
| Stability is so poor it severely hurts development | -2% |  | No gameplay testing done with game engine | -5% |
| Stability is poor or performance is terrible | +0% |  | Some gameplay testing done with game engine | -2% |
| Stability is okay and performance isn’t terrible | +1% |  | One formal gameplay testing session done | +0% |
| Stability is good and performance is okay | +2% |  | Multiple external formal gameplay testing sessions | +1% |
| Engine has advanced graphics features (+1% each) |  |  | Formal gameplay testing done every week | +2% |
| Engine has advanced physics features (+1% each) |  |  | Has a gameplay recording and playback system | +1% |
| Engine has advanced AI features (+1% each) |  |  | Has an automated gameplay testing system | +1% |
| Engine has advanced network features (+1% each) |  |  | Has unit tests for major systems | +1% |
| Engine has advanced debugging tools (+1% each) |  |  | Team does regular code reviews | +1% |
| Other advanced engine features (+1% each) |  |  |  |  |
| *This section doesn’t count for pre-built engines.* |  |  | **TEAM and PRESENTATION** |  |
| **LEVEL EDITOR/ART PIPELINE** |  |  | Appears fragmented and without confidence | -5% |
| Lots of content is still hard coded | -10% |  | Appears unrehearsed and unpolished | -2% |
| Some content is still hard coded | -5% |  | Decent presentation, but could be a lot better | +0% |
| Only one or two small things are still hard coded | -2% |  | Appears well rehearsed and very polished | +1% |
| No content is hard coded | +0% |  | Did not assess risks at all | -5% |
| Art pipeline is fairly easy for devs to use | +1% |  | Did not prioritize or only superficially assessed risks | -2% |
| Art pipeline is fairly easy for non-devs to use | +2% |  | Prioritized risks and only missing a few major ones | +0% |
| Art pipeline is slick and very easy for anyone to use | +3% |  | Accounted for and prioritized all major risks | +1% |
| Audio pipeline is fairly easy for non-devs to use | +1% |  | Has no plan at all, just a list of features | -5% |
| Audio pipeline uses FMOD studio or similar editor | +2% |  | Has a basic plan with some major holes | -2% |
| Level editor (or dynamic content) not working | -5% |  | Has a decent plan with at most one major hole | +0% |
| Level editor (or dynamic content) partially working | -2% |  | A solid, realistic plan with no major holes | +1% |
| Level editor (or dynamic content) is working | +0% |  | Additional team and presentation modifiers |  |
| Multiple levels can be saved, edited, and loaded | +1% |  |  |  |
| Level editor has lots of features and capabilities | +1% |  | **PROJECT MODIFIERS** |  |
| Level editor has a good UI and is fairly easy to use | +1% |  | Team size (+10% or +15%, -2% per team member) |  |
| An in-game property editor is working | +1% |  | 2D game (-5%) or 2.5D game (-2%) in GAM 300 |  |
| Other advanced editor features (+1% each) |  |  | Pre-made physics engine (GAM 300 only) | -5% |
| *This section doesn’t count for pre-built engines.* |  |  |  |  |