**TEMASEK POLYTECHNIC**

**SCHOOL OF INFORMATICS & IT**

**DIPLOMA IN GAME DESIGN AND DEVELOPMENT**

**ASSIGNMENT BRIEF FOR PROGRAMMING WITH GAME ENGINES (CGE2C19)**

# Game Programming Project – Technical Report (Rubrics) (15%)

This document gives the marking rubrics for PGGE Assignment 4: Game Programming Project – Technical Report.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **F: <5**  **Poor** | **D: >= 5 < 6**  **Adequate** | **C: >= 6 < 7**  **Good** | **B: >= 7 < 8**  **Very Good** | **A: >= 8**  **Excellent** | **Marks**  **(/10)** | |
| No documentation  No videos for sections where a video is required  No reflection. | The student attempts to describe at least two questions with clarity.  The student provides at least one video which shows the implemented feature with clarity.  The student provides a reflection that does not move beyond the description of the learning experience. | The student attempts to describe at least three questions with clarity.  The student provides at least two videos that show the implemented features with clarity.  The student provides a reflection that makes attempts at applying the learning experience to the understanding of course concepts but fails to demonstrate a depth of analysis | The student attempts to describe all questions with clarity.  The student provides all required videos which show the implemented features with clarity.  The student provides a reflection that demonstrates the student attempts to analyse the experience, but the analysis lacks depth. | The student attempts to describe all questions with clarity.  The student provides all required videos which show the implemented features with clarity.  The student provides a reflection that moves beyond a simple description of the experience to analyse how the experience contributed to the student’s understanding of course concepts. |  | |
| **Total (x 1.5)** | | | | | |  |

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