



# FBLA COMPUTER GAME & SIMULATION PROGRAMMING

## Demonstration Rating Sheet

☐ Preliminary Round ☐ Final Round

(Mark one score per row AND write score in the Points Earned column. Use Tie Breaker column to add or subtract points to break ties.)

Project Usability	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
Instructions are clear and executable launches from shortcut without modifications	No instructions provided		Instructions provided but incomplete or inaccurate		Instructions provided are complete and accurate		Instructions provided are complete and accurate and the use can execute without instructions			
	0	○	7	○	14	○	20	○		
User interface and navigation	User interface and/or instructions are not available		User interface and instructions are available but not clear		User interface and instructions are available on the title screen and are clear and fully functional		More than one fully functional user interface is available and instructions are clear			
	0	○	7	○	14	○	20	○		
Errors did not crash the project or prevent use	Errors prevented use of program			Contains errors, but did not prevent execution of program			Error free			
	0	○	10	○	20	○				
Program documentation is readable, useful, and complete	Program documentation not provided		Program documentation contains errors		Program documentation is error free		Program documentation invites use of advanced features			
	0	○	3	○	7	○	10	○		

### Project Concept & Design

Program fully addresses the concept and/or topic	Concept and/or topic are not addressed		Concept and/or topic not fully developed		Fully addresses the concept and/or topic		User with no knowledge of the concept and/or topic can identify it based on use of project			
	0	<input type="radio"/>	3	<input type="radio"/>	7	<input type="radio"/>	10	<input type="radio"/>		
Color, contrast, background, typography, sound, and design are appropriate for the concept or topic	No design principles applied		Color, contrast, background, typography, sound, and design are distracting or busy		Color, contrast, background, typography, sound, and design are appropriate for the concept or topic		Color, contrast, background, typography, sound, and design enhance the user experience			
	0	<input type="radio"/>	1	<input type="radio"/>	3	<input type="radio"/>	5	<input type="radio"/>		
Graphics are appropriate for concept and/or topic	No graphic design principles applied		Graphics are distracting/busy		Graphics are appropriate for the concept/topic		Graphics enhance the user experience			
	0	<input type="radio"/>	1	<input type="radio"/>	3	<input type="radio"/>	5	<input type="radio"/>		
Title screen functions and provides working instructions	No title screen provided		Title screen has limited instructions and/or functionality		Title screen functions and provides clear instructions		Title screen provided, but allows user to execute without instructions			
	0	<input type="radio"/>	3	<input type="radio"/>	7	<input type="radio"/>	10	<input type="radio"/>		
Code is written correctly	Code contains errors that prevent the execution		Code contains errors that did not prevent execution		Code is error free		Code is well commented to explain logic used and reason for block of code			
	0	<input type="radio"/>	7	<input type="radio"/>	14	<input type="radio"/>	20	<input type="radio"/>		

### Project Evaluation

Quality of rules and accuracy of code identifying rules	Rules contain substantial errors affecting game play		Rules contain errors that have minimal impact on game play		Rules are error free as discovered through basic game play		At least one advanced rule feature available			
	0	<input type="radio"/>	7	<input type="radio"/>	14	<input type="radio"/>	20	<input type="radio"/>		
Game is challenging but can be completed	Game is overly simplistic and/or cannot be completed		Game can be completed but is simplistic		Game is challenging and can be completed		User can navigate the game with rules as defined and several outcomes are available for completion			
	0	<input type="radio"/>	7	<input type="radio"/>	14	<input type="radio"/>	20	<input type="radio"/>		
Player immersion and experience	Experience intended for the game is not defined		User can navigate the game but experience and purpose is not defined		User can navigate and complete the game following the rules		Game includes an operating multi-player function			
	0	<input type="radio"/>	7	<input type="radio"/>	14	<input type="radio"/>	20	<input type="radio"/>		