ITCS 4230/5230 – Intro to Game Design and Development
Grading Rubric for Project One

Project one has six distinct components:
- Team Details Document
- Game Concept Document
- Work Schedule Document
- Completed Game
  - Executable
  - Code
  - Instructions
- Demo and presentation
- Peer Evaluation

All components will be given a numeric percentage grade, adding up to 100 percentage points for each component. Component grades are then scaled and added to calculate the project grade. Specific grading criteria for each component is as follows:

Team Details Document – 2 points

This document lists the members of the team and their role. The document also serves as a repository of contact information for the team.

Game Concept Document – 15 points

The game concept document should concisely describe the idea for the game, doing so in a way that makes it clear what is compelling about the gameplay of the game, and giving a sense of the graphic elements of the game.

Grade	Criteria
90-100	The document is organized following the structure described in the *Game Design Document Template*. All the required information specified in the template has been included. The text is properly formatted, is concise, and is understandable. The text contains very few (close to none) grammatical or spelling errors. The document adequately conveys a high-level understanding of: • the goal of the game • the game elements • the flow of the game • elements that make the game unique • the primary actions the player takes.

	The team biographies clearly convey the qualifications and strengths of the team. Licensing information has been included for all non-original artwork.
80-89	The document is organized following the structure described in the *Game Design Document Template*; however, the text has some problems such as: • Some required information is omitted or unclear • The text is not always properly formatted • The text contains a few grammatical or spelling errors • Licensing information for non-original art work has not been included
70-79	The document does not always follow the structure described in the *Game Design Document Template* and the text has a few problems such as: • The document is too brief or lacks sufficient detail when describing key components of the game concept • Some required information is omitted or unclear • The text is not always properly formatted • The text contains several grammatical or spelling errors • Licensing information for non-original art work has not been included
60-69	The document does not follow the structure described in the *Game Design Document Template*. Additionally, the text has several problems such as: • Several pieces of required information are omitted or unclear • The text is in general not properly formatted • The text contains several grammatical or spelling errors • Licensing information for non-original art work has not been included
0-59	The document does not follow the structure described in the *Game Design Document Template*, is not clearly written, and lacks conciseness. Additionally, the text has several problems such as: • Several pieces of required information are omitted or unclear • The text is in general not properly formatted • The text contains several grammatical or spelling errors • Licensing information for non-original art work has not been included • The assignment was not turned in or was turned in past the deadline

Work Schedule Document – 5 points

The work schedule document should include a breakdown of all the tasks involved in the creation of the game. The document must present the information using the headings and table format specified in the *Work Schedule Template*.

Grade	Criteria
90-100	The document is organized following the structure described in the *Work Schedule Template*. All the required information specified in the template has been included. The text is properly formatted, is concise, and is understandable. The text contains very few (close to none) grammatical or spelling errors. The document adequately lists and describes the complete set of tasks that are necessary for the successful completion of the project. Task descriptions are clear and concise.
80-89	The document is organized following the structure described in the *Work Schedule Template*; however, the text has some problems such as: • Some required information is omitted or unclear • The text is not always properly formatted • The text contains a few grammatical or spelling errors
70-79	The document does not always follow the structure described in the *Work Schedule Template* and the text has a few problems such as: • Some required information is omitted or unclear • Some of the tasks needed to complete the project (e.g. play testing) are omitted • The text is not always properly formatted • The text contains several grammatical or spelling errors
60-69	The document does not always follow the structure described in the *Work Schedule Template*. Additionally, the text has several problems such as: • Several pieces of required information are omitted or unclear • Several of the tasks needed to complete the project (e.g. play testing, write documentation, prepare presentation) are omitted • The text is in general not properly formatted • The text contains several grammatical or spelling errors
0-59	The document does not follow the structure described in the *Work Schedule Template*, is not clearly written, and lacks conciseness. Additionally, the text has several problems such as: • Several pieces of required information are omitted or unclear • The text is in general not properly formatted • The text contains several grammatical or spelling errors • The assignment was not turned in or was turned in past the deadline

Completed Game – 45 points

The game deliverable must be a completed working product, i.e., it compiles and is playable.

<mark>Note that there are special requirements for students in the graduate section (ITCS 5230)</mark>. In general, teams with graduate student members will be held to a much higher standard of quality and technical accomplishment. The completed game must meet specific requirements, listed below.

Grade	Criteria
0 – 20	**Core Game Mechanic** – Must be present as outlined in the Game Concept Document along with the basic CGM of the genre of game, e.g., *Mario games employ multiple CGMs such as running, jumping, powerups and world selection. Running and jumping are basic CGM of the genre, while powerups and world selection are the unique CGM that the game employs.* **-10 percentage points for partial CGM, -20 percentage points for missing CGM** **ITCS 5230:** - The game includes significant use of **GML** to implement core game functionality (4 percentage points) - The game uses **paths** to control the movement of opponents (3 percentage points) - The game uses **timelines** (2 percentage points)
0 – 10	**Documentation** – Licensing information and Readme are included. Must be concise, clear and contain minimal to no grammatical errors. **-4 percentage points if licensing information is missing**
0 – 10	**Sprites** – Essential sprites such as characters, enemies, etc. (anything that requires movement) must be present and animated. World sprites such as trees, desks, chairs, walls, platforms, etc. do not need to be animated.
0 – 10	**Artwork –** Quality of implementation of sprites, backgrounds, animations, effects, etc. with respect to the art style of the game. Must show that effort was put into the aesthetics, e.g., *Undertale is not the best-looking game, but the artwork fits with the representation of the game* **ITCS 5230:** The implementation includes at least one **shader** (4 percentage points)
0 – 10	**Rooms/Level Design** – The game meets the following criteria: 1. Uses a 1920 x 1080 play area. 2. Has a start screen which includes the title of the game as well as instructions for game play (this may be a separate screen) and team credits (this may also be a separate screen. 3. Has a win screen 4. Has a lose screen Level design must show thoughtful placement of enemies, walls, etc. with respect to the overall design of the game. **ITCS 5230:** The game includes the use of **views** (2 percentage points)

0 − 10	**Music/Sound Effects** – A soundtrack must be present while playing the game. Appropriate sound effects added, e.g. *Boss room has different background music than a regular exploration room. Actions such as enemy deaths, collisions, jumping, etc. have appropriate sound effects attached to them.*
0 − 5	**Objects** – Multiple types of objects, with distinct functionality have been implemented in the game. **ITCS 5230:** The game uses object inheritance (3 percentage points)
0 − 5	**Challenge** – The game provides meaningful challenge to the player through the CGM, enemy placement, etc. **ITCS 5230:** The game includes smart opponents or NPCs (AI). (3 percentage points)
0 − 5	**Cheat Codes –** Cheat codes are implemented into the game for presentation and testing purposes. Cheat codes must be relevant.
0 − 15	**HUD/Scoring/Win and End State –** The game implements a scoring system that utilizes a HUD, e.g., *Healthbar, Score, Number of lives shown.* Game has a Win and End state, e.g., *Beating the game shows a dialogue box or cutscene that lets the player know they won. Losing all lives returns a "Loss" screen and returns player to the main menu.* **-5 for missing HUD** **-5 for missing scoring system** **-10 for no Win/End States**
Percentage points Lost	**Loss of percentage points Criteria**
-20	The game does not adhere to the theme selected for the project.
-40	**Game does not compile** – Game submission cannot compile/ Cannot be run.
-100	**The game is not original work, such as:** - A lightly modified version of a game from the GameMaker web site or any other web site. - A modified version of a game assignment previously submitted. - A copy of an existing game - Images and/or sounds used in the game are copyrighted material for which no licensing information has been provided **Submissions that violate Academic Integrity will receive a grade of -100 and all students in the team will be reported to the Dean of Students Office.**
-50	**The game is not sufficiently playable due to improper or lack of implementations of game components, e.g., there is no scoring system or method to determine an end condition.**
-21	**ITCS 5230: Meeting only the requirements in the standard rubric will earn up to 79 percentage points on a game project where the team includes graduate students. All the additional ITCS 5230 requirements must be met for full credit.**

Peer Evaluation – 30 points

<mark>A very significant portion (35%) of the grade for all group projects will be derived from peer evaluations provided by your team members.</mark>

The criteria that will be considered in the peer evaluation includes, but is **NOT** limited to the following components:
- Attendance to team meetings
- Completing tasks on time
- Participation in play testing
- Participation in the design of the game
- Quality of the work produced
  - Timely completion of project tasks
  - Attention to detail
  - Correction of defects
  - Implementation of enhancements
- Personal conduct in team activities (treating others with respect, etc.)
- Creating a proportionate amount of game resources (or assets) and/or functionality
- Communication
- Participation in game demo and presentation

Project Presentation – 3 points

All teams are expected to present their game to the class. Team members will receive individual scores based on their participation on the presentations.

- All teams need to be prepared to describe and demo their game.
- It is expected that all members of a team will be participating in the presentation of their game.
  - **Students who do not present their game or who do not attend the project presentations will receive a grade of zero in the presentation component.**
- You may choose a spokesperson or take turns speaking, your choice.
- If you are not presenting your game, remember that you are expected to attend ALL class meetings. **Note that not presenting your game to the class will have a negative impact on your grade.**