Board Game Project Rubric

#### **Criteria 1: Concept and Creativity**

| **Score** | **Criteria** | **Description** |
| --- | --- | --- |
| 5 | Exceptional | The game concept is highly creative, original, and innovative, showcasing a unique and engaging theme. |
| 4 | Strong | The game concept is creative and original, introducing unique elements that set it apart from typical board games. |
| 3 | Satisfactory | The game concept is somewhat creative but may borrow familiar elements. Some originality is evident. |
| 2 | Limited | The game concept lacks significant creativity, relying heavily on familiar board game tropes and mechanics. |
| 1 | Insufficient | The game concept is generic, lacking creativity and originality. |

#### **Criteria 2: Game Design and Mechanics**

| **Score** | **Criteria** | **Description** |
| --- | --- | --- |
| 5 | Exceptional | The game design is well-thought-out, with innovative mechanics that synergize seamlessly. The mechanics contribute significantly to the overall player experience. |
| 4 | Strong | The game design is solid, featuring well-integrated mechanics that enhance the overall gameplay experience. |
| 3 | Satisfactory | The game design is acceptable, with mechanics that function adequately, but there may be areas for improvement. |
| 2 | Limited | The game design has notable flaws, with mechanics that are either confusing or detract from the overall experience. |
| 1 | Insufficient | The game design is poor, with fundamental issues that hinder the overall gameplay and enjoyment. |

#### **Criteria 3: Presentation and Engagement**

| **Score** | **Criteria** | **Description** |
| --- | --- | --- |
| 5 | Exceptional | The presentation is engaging, visually appealing, and effectively communicates the essence of the board game. |
| 4 | Strong | The presentation is well-structured, with clear visuals and effective communication of the board game concept. |
| 3 | Satisfactory | The presentation is adequate, but there may be some issues with clarity or engagement. Visuals are present but could be improved. |
| 2 | Limited | The presentation lacks engagement, and visuals may be unclear or irrelevant to the board game concept. |
| 1 | Insufficient | The presentation is poorly structured, lacks visuals, and fails to effectively communicate the board game concept. |

#### **Criteria 4: Player Experience and Engagement**

| **Score** | **Criteria** | **Description** |
| --- | --- | --- |
| 5 | Exceptional | The board game provides a highly engaging player experience, evoking strong emotions and fostering deep immersion in the theme. |
| 4 | Strong | The board game offers a solid player experience, with well-crafted elements that contribute to player engagement. |
| 3 | Satisfactory | The board game provides an acceptable player experience, but there may be areas for improvement in enhancing engagement. |
| 2 | Limited | The board game lacks significant elements to keep players engaged, with noticeable gaps in the overall experience. |
| 1 | Insufficient | The board game fails to deliver an engaging player experience, with fundamental flaws that hinder immersion and enjoyment. |

#### **Criteria 5: Rules and Documentation**

| **Score** | **Criteria** | **Description** |
| --- | --- | --- |
| 5 | Exceptional | The rules document is clear, comprehensive, and well-organized, providing all necessary information for players to understand and enjoy the game. |
| 4 | Strong | The rules document is solid, covering all essential aspects with clarity and providing players with a good understanding of the game. |
| 3 | Satisfactory | The rules document is adequate, but there may be some areas that require additional clarification or detail. |
| 2 | Limited | The rules document lacks clarity and may be confusing to players, with significant gaps in explaining key elements of the game. |
| 1 | Insufficient | The rules document is poorly structured, missing crucial information, and hindering players' ability to grasp the game mechanics. |