**ALPHA PRESENTATION (SPRING 2015)**

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| **Game Name: Total Score (75% Base):** |

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| **THE GAME** |  |  | **VISUAL APPEAL** |  |
| No game play demonstrated during presentation |  |  | No in-game visuals shown during presentation |  |
| Only basic game play (damage, audio triggers, etc.) |  |  | Visuals are mainly just placeholders |  |
| Gameplay does not seem to be working properly |  |  | Visuals are fairly low quality overall |  |
| Gameplay does not seem to be very engaging |  |  | Lighting/palette makes it hard to see on projector |  |
| Gameplay seems somewhat engaging |  |  | Very little animations and/or VFX shown |  |
| Gameplay seems very engaging | +2% |  | Menus and/or HUD are just placeholder |  |
| Gameplay seems addictive or amazing |  |  | Visuals are okay quality overall |  |
| Only a single segment of game play demonstrated |  |  | Menus and/or HUD are high quality |  |
| Only two or three segments demonstrated |  |  | Lots of good animations and/or VFX shown | +2% |
| Only four or five segments demonstrated | +0% |  | Visuals are high quality overall | +2% |
| Full episode with five-plus segments demonstrated |  |  | Additional visual modifiers |  |
| Multiple full episodes demonstrated |  |  |  |  |
| Gameplay feedback is completely missing |  |  | **AURAL APPEAL** |  |
| Gameplay feedback seems fairly limited |  |  | No music or SFX heard during demo (-10% each) |  |
| Gameplay feedback seems fairly decent | +0% |  | Music or SFX are very hard to hear (-5% each) |  |
| Gameplay feedback seems to be quite good |  | Only a few SFX for major actions, nothing more |  |
| Has a very weak theme, setting, story, or characters |  |  | Music and SFX are decent quality and quantity |  |
| Has a decent theme, setting, story, or characters |  |  | Music/SFX match game really well (+1% each) | +3% |
| Has a strong theme, setting, story, or characters | +1% |  | Lots of good music tracks and/or SFX (+1% each) | +3% |
| Additional game modifiers |  |  | Overall aural quality is very high | +1% |
|  |  |  | Additional audio modifiers |  |
| **TESTING** |  |  |  |  |
| No gameplay testing done this milestone |  |  | **TEAM and PRESENTATION** |  |
| At least one gameplay test done this milestone |  |  | Appears fragmented and without confidence |  |
| Multiple gameplay tests done this milestone | -5% |  | Appears unrehearsed and unpolished |  |
| Multiple formal gameplay tests done this milestone |  |  | Decent presentation, but could be a lot better |  |
| Formal gameplay testing done every week |  |  | Appears well rehearsed and very polished | +1% |
| Has a gameplay recording and playback system |  |  | Did not assess risks at all |  |
| Has an automated gameplay testing system |  |  | Did not prioritize or only superficially assessed risks |  |
| Team does regular code reviews |  |  | Prioritized risks and only missing a few major ones |  |
| Additional testing modifiers |  | Accounted for and prioritized all major risks | +1% |
|  |  |  | Has no plan at all, just a list of features |  |
| **CERTIFICATION REQUIREMENTS** |  |  | Has a basic plan with some major holes |  |
| Certification requirements have not been assessed |  |  | Has a decent plan with at most one major hole |  |
| Missing required CR (-2% each) |  |  | A solid, realistic plan with no major holes | +1% |
| All required CRs are complete | +0% |  | Additional team and presentation modifiers |  |
| All basic CRs are complete (+1% for each category) |  |  |  |  |
| 75%+ of all intermediate CRs are complete | +1% |  | **PROJECT MODIFIERS** |  |
| 25%+ of all advanced CRs are complete |  |  | Team size (+10% or +15%, -2% per team member) | +2% |
| 50%+ of all advanced CRs are complete |  |  | 2D game (-5%) or 2.5D game (-2%) in GAM 350/352 |  |
| 75%+ of all advanced CRs are complete | +4% |  | Pre-made physics engine (GAM 350/352 only) |  |
| All advanced CRs are complete |  |  | Unity/Zero Engine/Unreal (GAM 255/352 only) | -10% |

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| **Notes:** |