**PRE-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 | -20% |  | No in-game visuals shown during presentation | -10% |
| Only basic game play (damage, audio triggers, etc.) | -10% |  | Visuals are mainly just placeholders | -5% |
| Gameplay does not seem to be working properly | -5% |  | Visuals are fairly low quality overall | -2% |
| Gameplay does not seem to be very engaging | -2% |  | Lighting/palette makes it hard to see on projector | -2% |
| Gameplay seems somewhat engaging | +0% |  | Very little animations and/or VFX shown | -2% |
| Gameplay seems very engaging | +2% |  | Menus and/or HUD are just placeholder | -1% |
| Gameplay seems addictive or amazing | +5% |  | Visuals are okay quality overall | +0% |
| Only a single segment of game play demonstrated | -5% |  | Menus and/or HUD are high quality | +1% |
| Only two or three segments demonstrated | -2% |  | 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 | +2% |  | Additional visual modifiers |  |
| Multiple full episodes demonstrated | +5% |  |  |  |
| Gameplay feedback is completely missing | -5% |  | **AURAL APPEAL** |  |
| Gameplay feedback seems fairly limited | -2% |  | No music or SFX heard during demo (-5% each) |  |
| Gameplay feedback seems fairly decent | +0% |  | Music or SFX are very hard to hear (-2% each) |  |
| Gameplay feedback seems to be quite good | +2% | Only a few SFX for major actions, nothing more | -2% |
| Has a very weak theme, setting, story, or characters | -2% |  | Music and SFX are decent quality and quantity | +0% |
| Has a decent theme, setting, story, or characters | +0% |  | Music/SFX match game really well (+1% each) |  |
| Has a strong theme, setting, story, or characters | +1% |  | Lots of good music tracks and/or SFX (+1% each) |  |
| Additional game modifiers |  |  | Overall aural quality is very high | +1% |
|  |  |  | Additional audio modifiers |  |
| **TESTING** |  |  |  |  |
| No gameplay testing done this milestone | -10% |  | **TEAM and PRESENTATION** |  |
| At least one gameplay test done this milestone | -5% |  | Appears fragmented and without confidence | -5% |
| Multiple gameplay tests done this milestone | -2% |  | Appears unrehearsed and unpolished | -2% |
| Multiple formal gameplay tests done this milestone | +0% |  | Decent presentation, but could be a lot better | +0% |
| Formal gameplay testing done every week | +2% |  | Appears well rehearsed and very polished | +1% |
| Has a gameplay recording and playback system | +1% |  | Did not assess risks at all | -5% |
| Has an automated gameplay testing system | +1% |  | Did not prioritize or only superficially assessed risks | -2% |
| Team does regular code reviews | +1% |  | Prioritized risks and only missing a few major ones | +0% |
| Additional testing modifiers |  | Accounted for and prioritized all major risks | +1% |
|  |  |  | Has no plan at all, just a list of features | -5% |
| **ENGINE and TOOLS** |  |  | Has a basic plan with some major holes | -2% |
| Entire engine system not working (-10% each) |  |  | Has a decent plan with at most one major hole | +0% |
| Major engine feature not working (-5% each) |  |  | A solid, realistic plan with no major holes | +1% |
| Engine has all major features complete | +0% |  | Additional team and presentation modifiers |  |
| Engine is complete, stable, and performs well | +2% |  |  |  |
| Editor/art pipeline not working (-10% each) |  |  | **PROJECT MODIFIERS** |  |
| Editor/art pipeline partially working (-5% each) |  |  | Team size (+10% or +15%, -2% per team member) |  |
| Editor/art pipeline fully working | +0% |  | 2D game (-5%) or 2.5D game (-2%) in GAM 350/352 |  |
| Editor/art pipeline is slick and has lots of features | +2% |  | Pre-made physics engine (GAM 350/352 only) | -5% |
| Additional engine/tools modifiers |  |  | Unity/Zero Engine/Unreal (GAM 255/352 only) | -10% |

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| **Notes:** |