U2 Game Development Rubric
ICT 9 - U2 FINAL PROJECT

Game Developers Name:

Criteria	Extending	Proficient	Developing	Emerging
Gameplay Mechanics	Smooth controls; multiple mechanics; no major bugs	Mostly smooth; ≥2 mechanics	Basic movement only; limited mechanics	Buggy or incomplete controls
Level Design	3+ well-structured levels; creative; increasing challenge	2–3 levels; some variety; moderate challenge	1–2 simple levels; little progression	Very limited or incomplete
Game Structure (Start, Levels, Game Over/Wins)	Start, Game Over/Win, and Win condition; transitions seamless	Most screens present; transitions mostly work	Some structure only	Minimal structure; manual restarts
Visual & Audio Design	Consistent theme; sprites/backgrounds; sound/music elevate play	Mostly consistent visuals; basic sounds/music	Mixed/default assets; few sounds	Very plain; no sound
Polish & Playability	Balanced difficulty; debugged; enjoyable; feels finished	Mostly polished; minor rough edges	Several bugs or unbalanced	Unfinished; difficult to play
Creativity & Effort	Original & creative; effort beyond minimum	Some creative touches; meets basics	Limited creativity; minimal effort	Very basic; little evidence of effort
Reflection	Clear, thoughtful reflection on process	Included with some detail	Minimal reflection	No reflection