Paired Prototype Rubric

Description

Your assignment is to create a simple prototype with your paired team. You'll design and implement one mechanic, based on the genre + twist framework we've talked about in class. This prototype should be finished and playable via a hosted WebGL link.

You'll also fill out and submit a descriptive document detailing your prototype and its development (see the provided example). We want your logline (genre + twist), a short description of the prototype, a link to your GitHub project repository, a sketch or diagram, and documentation of each member's individual contributions. We don't expect each person to work on every part of everything, but we want to see significant contribution, particularly in coding and design, from everybody.

In addition, we're asking you to perform some basic research on the genre you're building off. We want you to play at least three titles from your genre, ideally long enough to understand their core mechanics. Write a very short description of each game, as well as the elements they share in common (genre tropes), and how your prototype will differ from them (the twist).

Lastly, you'll post a similar description of your prototype to the Discord **paired-prototype-presentations** channel. This description will include links to a short gameplay video, your descriptive document, and the online playable itself. It will also include your genre + twist logline, a brief summary of the prototype, the controls, and the names of your team members. The gameplay video should be no longer than one minute and clearly illustrative of your mechanic. You will have the opportunity to do a short pitch presentation of your prototype in front of the class.

For this assignment you're **not allowed to use any external assets or art**. Use of them will result in **significant penalties.** If you want to use ChatGPT or some other AI authoring tools, you'll first need approval from one of the course producers/graders and its usage must be documented.

This assignment is due **Tuesday, 10/01 by 1pm**. You'll submit your descriptive document to the appropriate assignment portal on Brightspace. We won't accept Unity Play or broken web links at the time of submission, so make sure your hosting works well before you submit it!

For the submission to be considered on time, **both** the Brightspace and Discord submission must be submitted before the due date. Otherwise, a late penalty will be incurred of 10%/day.

Good luck, and have fun!

Rubric Details

Worth 10% of the final grade

Paired Prototype (100 pts)

- Descriptive document **(35 pts)**
    - Logline (Genre + Twist) **(2 pts)**
    - Genre tropes research and twist **(15 pts)**
        - Research at least three games from the genre and identify what they share in common (tropes) **(9 pts)**
        - Come up with a twist and justify that it is innovative based on the genre research **(6 pts)**
    - Short Prototype description **(4 pts)**
    - GitHub repository listed **(2 pt)**
    - Individual contributions listed **(6 pts)**
    - At least one sketch or diagram **(6 pts)**
        - Possible examples: Level diagram, mechanic flowchart, game loops
- Playable build **(15 pt)**
    - Hosted on GitHub Pages (not Unity Play)
    - Needs to be hosted and functional at the time of submission
- The prototype works as described **(30 pts)**
    - Prototype is playable **(15 pts)**
        - Functions without bugs and glitches
    - Implemented mechanic matches genre/twist, logline, and description **(15 pts)**
- Gameplay video **(10 pts)**
    - Clearly illustrates mechanic in under a minute
- Discord marketing **(10 pts)**
    - Links to gameplay video, descriptive document, and online playable **(2 pts)**
    - Logline (genre + twist) **(2 pts)**
    - Description of prototype **(2 pts)**
    - Controls description **(2 pts)**
    - Names of team members **(2 pts)**

Notes:

Conciseness and Irrelevant Information

We encourage keeping the GDD document concise and to the point. Please refrain from excessively verbose walls of text or redundant and irrelevant information. Please still ensure enough information to convey originality of ideas, etc. In extreme cases of redundant and irrelevant information, such that grading becomes difficult, the teaching staff holds the right to deduct points.

Addressing Bugs and Functionality

Points may be deducted for bugs or poorly implemented functionality at the discretion of the teaching team. While we don't expect a high degree of polish and perfection from a two-week paired prototype, we expect that your mechanic at least functions as described consistently.

Teamwork Evaluation

We want to foster a collaborative and balanced team environment. As such, the teaching team reserves the right to deduct points if an imbalance in teamwork is identified during the evaluation process.