**TOTAL: [100] marks Aug 15-2023 to Dec 1-2023**

## Programming, non-art (graded by Michael) [50]

**Complexity of Game Mechanics [20]:**

Game’s mechanics have sufficient complexity of execution & depth relative to project time frame.

**Length & Content [10]:**

Game has reasonable length & content relative to project time frame.

**Errors/Bugs [5]:**

Hard-crashes, soft resets, features not working, useless buttons.

**Polish [5]:**

The little details that makes gameplay, progression & menus smooth. Particles, sounds, button presses, animations.

**Fun [5]:**

Je ne sais quois, fun factor. It’s enjoyable, and you could see yourself playing a finished version at home on your own time.

**Game store page (trailer, screenshots, writeup) [5]:**

Using lessons learned critiquing steam store pages, the title, writeup, trailer & screenshots are effective, descriptive, and not overly long. Genre is clearly defined, game is marketed at target audience.

## Art & Design (graded by Erik) [50]

**Level Design [15]**

Overall creativity and cohesion of the levels and art within. Are the game mechanics clearly communicated to the player? Do the levels ramp up in complexity and difficulty as the game progresses? Does the game have a cohesive art style and design? Etc.

**Lighting, Post Processing and Particles [10]**

General quality of lighting, post processing effects and particles/VFX. Is the lighting appropriate for the setting? Do lights cast dynamic shadows? Are there baked lights? Does the post processing enhance the look of the game? What are the quality and abundance of particle systems used? Are there custom shaders? Etc.

**Audio [5]**

General quality of the sound within the game. Are there ambient sounds or Music? Does the sound design make sense with the overall style/setting? Is there 3d spatial sound? Etc.

**Animations [5]**

Overall quality of the animations in the project. Do props animate? Are animations choppy or broken? Do animations flow into each other? Etc.

**UI and menus [5]**

Quality and cohesion of UI and menus. Do we have custom UI or default unity sprites? Is the UI cohesive to the design style of the game? Is there a pause menu or main menu? Etc.

**Story and Narrative [5]**

General quality of story and narrative implementation. How much story is present in the project? Is there an intro sequence or explanation of the games story? How much visual storytelling or dialogue is in the game? Etc.

**Performance [5]**

Overall performance of the project. Are there stutters or frame dips? Do objects pop in or out of view? Does the game crash? What kind of frame rate does the project run at? Etc.