

GAM550 Prototype Milestone Rubric

Team: Can't Escape Games

Your team must present to the entire class at least three game prototypes that demonstrate three separate and distinct, but potentially related, ideas for gameplay. One of these prototypes must be designated the “main game prototype” and it will become the basis for your game in GAM551. The main game prototype needs to demonstrate at least one full “segment of gameplay and must use your game engine. Two other prototypes must also use your engine; additional prototypes can be in other engines (Unity, Unreal, Zero, etc.), but extra credit is given when additional prototypes are in your game engine. Assets (models, textures, sound effects, music) may be placeholder assets.

Your presentation should

- Introduce your team to the class, identifying the development role for each member
- Be no more than 12 minutes long
- Demonstrate use of the required graphics, physics, and audio features in engine(s)
- For the main prototype, describe the game concept, why you chose it, and how you plan to refine it
- Briefly show at least two additional prototypes
- Assess risks and discuss mitigations

After all presentations are completed, the instructor will do an individual walk-through with each team to finish scoring various elements of this rubric.

Team Members	Name	Email
1:	Ramzi Mourtada	ramzi.mourtada@digipen.edu
2:	Arnold George	arnold.george@digipen.edu
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MILESTONE GRADE	TEAM	INSTRUCTOR
Base Score	75%	75%
Team Size Adjustment	-4	
Game Engine Use Requirements	+3	
Physics Engine Use	+3	
Audio	+3	
Game Prototypes	+1	
Testing	+1	
Team and Presentation	0	
Instructor Adjustments (discretionary)	0	
Final Milestone Score	82%	

TEAM SIZE ADJUSTMENT	TEAM	INSTRUCTOR
4 th Team Member	-2%	-2
5 th Team Member	-2%	-2
6 th Team Member	-4%	-
7 th Team Member	-4%	-
Team Size Total		-4

GAME ENGINE USE REQUIREMENTS		TEAM	INSTRUCTOR
No graphical content can be displayed at all (this is required)	-75%	-	
No debug drawing capability demonstrated	-10%	-	
Basic background/terrain/skybox not displayed on every game prototype	-10%	-	
All game prototypes demonstrate animations sufficient to analyze gameplay	-10%	-	
Game prototypes do not have basic or advanced lighting	-10%	-	
No collision detection demonstrated in game prototypes (unless none is needed)	-10%	-	
Networking system (if required) not working or not integrated	-5%	-	
Missing basic engine features not demonstrated (if needed): <ul style="list-style-type: none"> • Performance tracking and viewing • Basic lighting for a 3D game • Basic multiplayer (if primary way prototype is played) • AI/behaviors not working or not integrated 	-5% <i>for any</i>	-	
Character controller is not fully working w/physics	-2%	-	
Stability is so poor it severely hurts game prototype development	-20%	-	
Stability is poor or performance of games prototypes are terrible	+0%	+0	
Stability is okay and performance isn't terrible	+½%	-	
Stability is good and performance is okay	+1%	-	
Demonstrations of other advanced graphics features provided by the engine <u>and</u> used effectively within one or more game prototypes.	+1% ea	+3	
Graphics Total		+3	

PHYSICS ENGINE USE REQUIREMENTS		TEAM	INSTRUCTOR
Game-engine's physics not demonstrated (unless not needed for game design)	-10%	-	
Static or dynamic collisions relevantly used in one or more game prototypes	+1%	+1	
Advanced collision relevantly used in one or more game prototypes	+1%	+1	
Advanced collisions on complex shapes used relevantly in game prototypes	+1%	-	
Relevant, advanced force simulation (friction, springs, etc.) in game prototypes	+1% ea simulation	-	
Character controller is working with physics	+1%	+1	
Demonstrated use of advanced physics features provided by the engine or library <u>and</u> used effectively within one or more game prototypes	+1% ea		
Physics Total		+3	

AUDIO (MUST BE PRESENT IN ALL GAME PROTOTYPES FOR CREDIT)		TEAM	INSTRUCTOR
No audio can be played at all (this is required)	-75%	-	
Audio is present, but with distortions or interference in playback	-10%	-	
Background music, plays continuously at acceptable volume	+1%	+1	
Background music that matches the theme of the game prototype	+1%	+1	
Environmental sound effects, relevant to the prototype	+1% ea prototype	-	
Sound effects in response to background animations	+1%	-	
Sound effects in response to main character action (min 3 sfx)	+1%	+1	
3d sound effects demonstrated	+1%	-	
Other advanced audio features demonstrated <u>and</u> used effectively within one or more game prototypes	+1% ea	-	
Audio Total		+3	

GAME PROTOTYPES		TEAM	INSTRUCTOR
No actual gameplay is demonstrated	-25%	-	
Only one game prototype presented clearly	-15%	-	
Only two game prototypes presented clearly	-7%	-	
Several (3+) concepts <i>presented</i> have now been completely abandoned	-5%	-	
Only very basic game play demonstrated (damage, audio triggers, etc.)	-5%	-	
Some real game play, but not a full segment on main game prototype	-2%	-	
Full segment of prototyped gameplay is functional on main game prototype	+0%	+0	
Three segments of gameplay are functional on main game prototype	+1%	-	
Five or more segments of gameplay are functional on main game prototype	+2%	-	
One prototype segment proven to be engaging	+2%	-	
Full episode prototype proven to be engaging	+5%	-	
One or more epic moments shown	+1% ea	-	
Extensive additional research*	up to +10%	-	
Extensive additional prototyping*	up to +10%	-	
Narrative used well in main game prototype	up to +5%	-	
Visuals used well in prototype	up to +5%	+1	
Audio used well in prototype	up to +5%	-	
Originality of attempted concept (+0% to +10%)	up to +10%	-	
Game Prototypes Total		+1	

TESTING		TEAM	INSTRUCTOR
No formal testing done	-5%	-	
Some gameplay working and some testing done	-2%	-	
One formal playtesting session done	+0%	+0	
Multiple external formal playtesting sessions	+1%		
Formal playtesting done every week	+2%		
Demonstrate use of gameplay recording and playback system	+½%		
Demonstrate use of an automated gameplay testing system	+½%		
Has unit tests for major systems	+1%		
Team does regular code reviews (need to show process and records)	+1%	+1	
Game Prototypes Total		+1	

TEAM AND PRESENTATION		TEAM	INSTRUCTOR
Appears fragmented and without confidence	-5%	-	
Appears unrehearsed and unpolished	-2%	-	
Decent presentation, but could be a lot better	+0%	+0	
Appears well rehearsed and very polished	+1%	-	
Did not assess risks at all	-5%	-	
Did not prioritize or only superficially assessed risks	-2%	-	
Prioritized risks and only missing a few major ones	+0%	+0	
Accounted for and prioritized all major risks	+1%	-	
Has no plan at all, just a list of features	-5%	-	
Has a basic plan with some major holes	-2%	-	
Has a decent plan with at most one major hole	+0%	+0	
A solid, realistic plan with no major holes	+1%	-	
Team structure not addressed at all	-5%	-	
Team structure noted briefly, but not explained	-2%	-	
Team structure is well-explained and clear	+0%	+0	
Team structure is very solid and fits the team well	+1%	-	
Additional team and presentation modifiers (discretionary)		-	
Team and Presentation Total		+0	