GD210 Game Studio Capstone Project

Evaluation Guidelines

Game Pitch / Proposal

Grade points = (sum / 18) * 0.3

	Distinguished (3)	Proficient (2)	Unsatisfactory (0)
Executive Summary / One-sheet	Includes game name, basic idea, audience, target market, character(s), gameplay and world design.	Includes all topics, but some are incomplete.	Does not include all the required topics.
Game Concept / Originality	Game concept is creative and original, having been carefully considered and refined.	Game concept demonstrates evidence of creative thinking and originality.	Game concept is derivative (including all platform and side-scrolling concepts).
Visual Aids (sketches and diagrams)	Both diagrams and sketches are used in a way to directly convey the game design concept and ideas within the game.	Uses at least one sketch or diagram to assist in the communication of the game design concept and ideas.	No diagrams or sketches are used or those included are tangential to the game concept.
Communication	Concept is clearly communicated in an engaging fashion.	Coherent. communicates the core mechanics and setting of the game.	Partial or incoherent
Constraints (Aesthetic & Thematic)	Concept is fundamentally conceived with the chosen constraints, each being integral to the game's design.	Concept adheres to the constraints and addresses each.	Concept does not adhere to or address one or both constraints.
Summary	Includes strong sales pitch that would entice the intended audience and others to play the game.	Good sales pitch. Would entice the game's target audience.	Basic description of the game.

Game Documentation

Grade points = value * 0.25

	Distinguished (3)	Proficient (2)	Unsatisfactory (0)
Game Design Document	Includes all topics in great detail.	Includes all topics, but some are incomplete.	Does not include all the required topics.

Grade points = value * 0.25

	Distinguished (3)	Proficient (2)	Unsatisfactory (0)
Webpage / Itch page	Includes a detailed description, how-to-play information, screenshots and CSS styling.	Includes a basic description, how-to-play information and screenshots.	Webpage is unprofessional, incomplete or missing.

Weekly Dev Logs

Grade points (each) = (sum / 9) * 0.1

	Distinguished (3)	Proficient (2)	Basic (1)	Unsatisfactory (0)
Playtesting Report	Clearly written with pertinent details and includes visual aids.	Included	Incomplete	Missing
Schedule / Deadlines	Includes upcoming deadlines of 3 or more quantifiable tasks to be completed.	Includes dates and deadlines of at least 2 goals.	Incomplete	Missing
Recap	Clearly written with pertinent details relating tasks completed with the schedule of upcoming deadlines. Includes visual aids.	Includes a basic recap of the past week's activities.	Incomplete	Missing

Final Game (Collective)

Grade points = (sum / 12) * 0.45

	Distinguished (3)	Proficient (2)	Basic (1)	Unsatisfactory (0)
Completeness	Game includes an info screen describing the rules of the game, a main menu or start screen, and at least 3 progressive stages. All visual artwork is original. No externally sourced asset packages were used.	Game includes an info screen describing the rules of the game, a main menu or start screen, and at least 3 progressive stages.	Missing 1 item.	Missing 2 or more items.
Completeness (counts 2x)	Same as above	Same as above	Same as above	Same as above
Polish/Artistry *Polish/Artistry* looks at the game holistically; graphics, sprites, rooms and backgrounds, how well they work together and how they create the game play experience.	Game has many interesting and challenging elements. Gameplay is exciting and players want to keep playing. The game has incorporated learning into game play and the outcome of the game is focused on education.	Game has interesting and challenging elements. Game play is fun and players enjoy the game. Game has incorporated learning into game play.	Game has some interesting elements. Game play is slow and players soon lose interest in the game. Game has a basic educational value	Game is poorly crafted. Gameplay is unexciting. Game has no educational value.
Gameplay/Engagement Game play takes into account how the game plays, if the rules are followed in the game play by the designer and how well the game plays out for a new player. Do problems with the code prevent the game play from proceeding, scoring, etc. How satisfied are new players with the game.	Game has good play, good action. No code errors. Consistent play throughout game.	Game meets basic requirements for play. No code errors.	Game has programming problems preventing smooth play	Game does not play well. Error Codes prevent game from opening.

Final Game (Individual)

Grade points = (sum/6) * 0.15

	Distinguished (3)	Proficient (2)	Basic (1)	Unsatisfactory (0)
Collaboration (peer evaluation)	Fully participated and contributed ideas - hard worker and great teammate	Generally was present during the process - no major complaints	Attended some meetings, but could have contributed more	Was absent from most or all meetings, or counter-productive in some way.
Work Ethic	Student was well organized and well prepared to work on project every class period. Student used class time to enhance their project and kept improving the project up to the deadline. Student was on task without prompting.	Student was organized, brought files to class and worked steadily and consistently on project. Student did not need prompting to remain on task.	Student occasionally used class time to work on project. Student needed numerous prompts to return to work. Student was disorganized, did not bring files or flash drive on numerous days to complete project.	Student rarely used class time to work on project. Student was continuously redirected to return to work on project. Student rarely brought materials they needed to class to complete project.

Grade points = value * 0.15

	Distinguished (3)	Proficient (2)	Basic (1)	Unsatisfactory (0)
Presentation	Student was integral to an interesting and compelling presentation. Student actively listened to other presentations. Student added appropriate and substantive comments on other student's games.	Student contributed to an interesting presentation for their game. Student actively listened to other presentations. Student added appropriate comments on other student's games.	Student presented project, however, student was unprepared and did not guide the audience through the high points of the game and design process. Student did not actively listen to other students as they presented. Student did not offer comments or offered inappropriate comments on other student's games.	Student did not present to the class.

Gened

- A1. Utilize deductive and inductive reasoning skills with special emphasis on problem-solving, analysis and clarity of understanding.
- C1. Access and identify the information necessary and appropriate to the production of projects, such as course papers, reports, and portfolios.

COMPETENCY	(4)	(3)	(2)	(1)
A1: Use Reasoning Skills	**Consistently** uses a clear and developed reasoning process to explain, analyze, or solve a problem.	**Often but not consistently** uses a clear and developed reasoning process to explain, analyze, or solve a problem.	**Relatively infrequently** uses a clear or developed reasoning process to explain, analyze, or solve a problem.	**Rarely** uses or develops a reasoning process to explain, analyze, or solve a problem.

COMPETENCY	(4)	(3)	(2)	(1)
C1: Research Independently	**Consistently** demonstrates a facility with sources, as evidenced in citations and length. Integrates sources through paraphrase and independent discussion.	**Often but not consistently** demonstrates a facility with sources, as evidenced in citations. **Often but not consistently** meets length expectations. **Often but not consistently** uses paraphrase and independent discussion.	**Relatively infrequently** demonstrates familiarity or facility with sources. **Relatively infrequently** uses paraphrase or independent discussion.	**Rarely** demonstrates familiarity or facility with sources, as evidenced through citations. **Rarely** integrates, applies, or independently discusses ideas from outside sources.