

Game Development 1 - Final Project Rubric

	1 Does Not Meet Requirements	2 Meets Partial Requirements	3 Meets All Requirements	Comments/Score
<u>Resources</u> <input type="checkbox"/> Overall: Consistent theme and art style, appropriately edited, and visually appealing. <input type="checkbox"/> Actors: Smooth and appropriate animations, appropriate collisions, appropriately edited, and visually appealing. <input type="checkbox"/> Backgrounds: Appropriately edited, and visually appealing. <input type="checkbox"/> Sound: Background music and sound effects that are appropriate for game. <input type="checkbox"/> Tiles/Tilesets/Props: Appropriately edited, and visually appealing	<input type="checkbox"/> Overall <input type="checkbox"/> Actors <input type="checkbox"/> Backgrounds <input type="checkbox"/> Sound <input type="checkbox"/> Tiles/Tilesets/Props	<input type="checkbox"/> Overall <input type="checkbox"/> Actors <input type="checkbox"/> Backgrounds <input type="checkbox"/> Sound <input type="checkbox"/> Tiles/Tilesets/Props	<input type="checkbox"/> Overall <input type="checkbox"/> Actors <input type="checkbox"/> Backgrounds <input type="checkbox"/> Sound <input type="checkbox"/> Tiles/Tilesets/Props	<div>_____ / 15</div>
<u>Game Play</u> <input type="checkbox"/> Overall: Game provides fun and replayable game play. <input type="checkbox"/> Control: Player had appropriate and logical control over the gameplay <input type="checkbox"/> Balance: Not too easy/hard and obtainable goals. <input type="checkbox"/> Goals: Short term, long term, obvious to player. <input type="checkbox"/> Rewards: Variety of rewards that are suitable for target audience.	<input type="checkbox"/> Overall <input type="checkbox"/> Control <input type="checkbox"/> Balance <input type="checkbox"/> Goals <input type="checkbox"/> Rewards	<input type="checkbox"/> Overall <input type="checkbox"/> Control <input type="checkbox"/> Balance <input type="checkbox"/> Goals <input type="checkbox"/> Rewards	<input type="checkbox"/> Overall <input type="checkbox"/> Control <input type="checkbox"/> Balance <input type="checkbox"/> Goals <input type="checkbox"/> Rewards	<div>_____ / 15</div>
<u>Game Mechanics</u> <input type="checkbox"/> Conditional Statements/Looping: Uses complex and multiple if/repeat/while/do after commands. <input type="checkbox"/> Events: Uses a variety of events appropriate for the game's logic. <input type="checkbox"/> Randomness: Uses random numbers to increase replayability. <input type="checkbox"/> Attributes: Uses attributes and game attributes to store changing values used within the game's logic. <input type="checkbox"/> Mathematics: Uses mathematical operators to manipulate data appropriate for the gameplay. <input type="checkbox"/> Relational Operators: Uses common relational operators to compare data appropriate for the game's play <input type="checkbox"/> Coordinates: Uses cartesian coordinate system to locate and place actors and props. <input type="checkbox"/> Physics: Uses physics to create an appropriate virtual environment.	<input type="checkbox"/> Conditional Statements/Looping <input type="checkbox"/> Events <input type="checkbox"/> Randomness <input type="checkbox"/> Attributes <input type="checkbox"/> Mathematics <input type="checkbox"/> Relational Operators <input type="checkbox"/> Coordinates <input type="checkbox"/> Physics	<input type="checkbox"/> Conditional Statements/Looping <input type="checkbox"/> Events <input type="checkbox"/> Randomness <input type="checkbox"/> Attributes <input type="checkbox"/> Mathematics <input type="checkbox"/> Relational Operators <input type="checkbox"/> Coordinates <input type="checkbox"/> Physics	<input type="checkbox"/> Conditional Statements/Looping <input type="checkbox"/> Events <input type="checkbox"/> Randomness <input type="checkbox"/> Attributes <input type="checkbox"/> Mathematics <input type="checkbox"/> Relational Operators <input type="checkbox"/> Coordinates <input type="checkbox"/> Physics	<div>_____ / 24</div>
<u>Meets Problem</u> <input type="checkbox"/> Problem Statement: Solves the problem described in the problem statement. <input type="checkbox"/> Target Audience: Suitable for intended audience and meets the stated ESRB rating	<input type="checkbox"/> Problem Statement <input type="checkbox"/> Target Audience	<input type="checkbox"/> Problem Statement <input type="checkbox"/> Target Audience	<input type="checkbox"/> Problem Statement <input type="checkbox"/> Target Audience	<div>_____ / 6</div>
<u>Time Management (x2)</u> <input type="checkbox"/> Time Management: Uses proper time management when developing the game, establishes short term goals, plans for unexpected events and adjusts strategies to meet priorities.	<input type="checkbox"/> Time Management	<input type="checkbox"/> Time Management	<input type="checkbox"/> Time Management	<div>_____ / 6</div>
<u>Intangibles</u> <input type="checkbox"/> Collaboration: Voluntarily assisting others as needed while inviting feedback received by others. <input type="checkbox"/> Final Product: Final product resembles one of a professionally published game.	<input type="checkbox"/> Collaboration <input type="checkbox"/> Final Product	<input type="checkbox"/> Collaboration <input type="checkbox"/> Final Product	<input type="checkbox"/> Collaboration <input type="checkbox"/> Final Product	<div>_____ / 6</div>

Total _____ / 72