

# Video/Computer Game Design: Final Project Scoring Rubric

**TOTAL 200 PTS.**

	CONCEPT DOCUMENT (40 pts)	STORYBOARD (30 pts)	GAME ASSETS (20 PTS)	PLAYABLE GAME (70 PTS)	ALPHA/BETA TESTING (20 PTS)	PACKAGE AND PRESENTATION (20 PTS)
60 - 70				GAME COMPLETE WITH FRONT END, THREE LEVELS, SCORING AND BACK END. GAME IS INTERESTING, CHALLENGING, AND ORIGINAL AND SHOWS HIGH LEVEL UNDERSTANDING OF GAME PROGRAMMING. GAME PROGRAMMING IS TOTALLY ALLIGNED WITH HYPOTHESIS STATEMENTS IN CONCEPT DOCUMENT.		
40 - 60				GAME COMPLETE AS STATED ABOVE. INTERESTING TO PLAY, BUT SIMILAR TO OTHER GAMES. CHALLENGE IS EASIER THAN SOME GAMES BUT HARDER THAN OTHERS. STUDENTS SHOW BASIC GRASP OF PROGRAMMING SKILLS. GAME SHOWS CONNECTION TO HYPOTHESIS IN CONCEPT DOCUMENT.		
30-40	WRITING IS COMPLETE IN PARAGRAPH FORM (2-3 PAGES). SHOWS ALL ELEMENTS OF CD AS LISTED IN DESIGNERS NOTEBOOK. CONVEYS AN ACCURATE DESCRIPTION OF THE GAME GIVING READER A CLEAR VISION OF WHAT IT WILL BE LIKE TO PLAY THE GAME. OVERALL, IT IS A GOOD EXAMPLE OF EXPOSITORY WRITING. THE STUDENT MAKES A CLEAR HYPOTHESIS ABOUT PROGRAMMING STRATEGIES AND ANTICIPATED OUTCOME, SUPPORTING IT WITH DESCRIPTIVE DETAIL.	COMPLETE WITH SIX OR MORE FRAMES, SHOWING EFFORT AND DETAIL IN SKETCHING AND DESCRIPTIONS GIVING VIEWER AN UNDERSTANDING OF THE HYPOTHETICAL FINISHED GAME SCENARIO.		GAME HAS FRONT END, BACK END, BUT IS ONLY PLAYING THROUGH TWO LEVELS. GAME SHOWS SOME INTEREST AND ORIGINALITY. GAME SHOWS LOW LEVEL OF PROGRAMMING AND HAS SOME SCRIPTS OR PROPERTIES THAT ARE NOT CORRECT. STUDENT HAS DEVIATED FROM PLAN IN CONCEPT DOCUMENT AND HYPOTHESIS.		
20-30	WRITING IS COMPLETE IN PARAGRAPH FORM (2-3 PAGES). SHOWS MOST, BUT NOT ALL, ELEMENTS OF CD AS LISTED IN DESIGNER'S NOTEBOOK. DESCRIPTION OF THE GAME LACKS CLARITY AND DOES NOT LEAVE THE READER WITH A COMPLETE OR CLEAR VISION OF GAME CONCEPT.	COMPLETE WITH SIX OR MORE FRAMES, BUT DOES NOT SHOW ENOUGH DETAIL TO EXPLAIN WHAT THE HYPOTHETICAL FINISHED GAME SCENERIO WILL BE. MINIMAL EFFORT AND DETAIL IN SKETCHING AND DESCRIPTIONS		GAME IS NOT COMPLETE, LACKS INTEREST AND ORIGINALITY, AND HAS MULTIPLE TECHNICAL ISSUES MAKING IT HARD TO PLAY. SHOWS LITTLE EFFORT IN PROGRAMMING TO MEET A HYPOTHESIS AS STATED IN CONCEPT DOC.		
0-20	WRITING IS NOT COMPLETE AND LACKS MANY ELEMENTS OF CD AS LISTED IN DESIGNER'S NOTEBOOK. DESCRIPTION OF THE GAME LACKS CLARITY, DETAIL, AND EFFORT.	FRAMES ARE NOT COMPLETE AND DO LITTLE TO CONVEY THE PLAN FOR A FINISHED GAME SCENARIO.	IMAGE AND SOUND FILES ARE OF APPROPRIATE FORMAT AND SIZE. THEY ARE ORIGINAL <u>OR</u> USED WITHIN A COPYRIGHT PERMISSION THAT THE STUDENT CAN DOCUMENT. THEY SHOULD BE SAVED IN ASSET FOLDER USING PROPER NAMING CONVENTIONS.	GAME IS NOT COMPLETE, LACKS INTEREST AND ORIGINALITY, AND HAS MULTIPLE TECHNICAL ISSUES, MAKING IT HARD TO PLAY. SHOWS LITTLE EFFORT IN ITS PROGRAMMING.	STUDENTS WHO SCORE HIGH WILL HAVE USED ALPHA AND BETA TEST WORKSHEETS TO COLLECT DATA FROM THE TARGET GROUP AND USE THAT DATA TO CHANGE OR IMPROVE THE GAME.	STUDENTS WHO SCORE HIGH WILL HAVE DESIGNED AN ATTRACTIVE PRODUCT PACKAGE AND PRESENTED THE FINISHED GAME IN THE PROPER FORMAT. DOCUMENTATION IS ORGANIZED AND COMPLETE.