Computer Game Development

Final Game Project Grading Rubric
Each category should be graded on a scale of 0-20. Additional comments are welcome.

Reviewer Name:

Team Being Reviewed:

Presentation:
Students should provide background about the group, explain the game idea, game play and what they did. Students should also cover what went right/wrong and what they have learned (if anything) from developing their game.

Idea/Concept:
This category should judge how innovative the idea of the game was and how well the students implemented their theme in the game including how consistent that theme was.

Aesthetics:
Aesthetics encompass the visual aesthetics of the game including color choices, 2D art, animations, 3D geometry/texturing (where applicable) and sound/audio elements. This category also includes placement and function of the UI elements.

Technical Difficult:
This category is designed to judge the technical side of the game. Do the algorithms for the game work or are there problems in certain situations? How difficult are the algorithms the students implemented?

Fun & Game Play:
This category encompasses the various aspects that make the game entertaining and engaging. Is the game fun to play? Does it provide an engaging experience for the player? How complete is the game in terms of both basic interaction as well as game play/goals?