

## 2021 Game On Rubric for Division B (rev 7/11/18)

(Note: all tasks listed under each section are worth a maximum of 2 points unless otherwise stated)

\_\_\_\_\_ Game related to theme (Y/N)

### Game Mechanics

- a. Introduction (4 Points)
  - \_\_\_\_\_ game title is present
  - \_\_\_\_\_ buttons used to access other screens/options
- b. Help/instructions (6 Points)
  - \_\_\_\_\_ game objective stated
  - \_\_\_\_\_ movement controls explained
  - \_\_\_\_\_ scoring explained
- c. User controlled (UC) sprite (6 Points)
  - \_\_\_\_\_ (4 pts) movement complexity
  - \_\_\_\_\_ sprite orientation
- d. Autonomous sprites (6 Points)
  - \_\_\_\_\_ (4 pts) movement complexity
  - \_\_\_\_\_ sprite orientation
- e. Collision management (6 Points)
  - \_\_\_\_\_ (4 pts) sprite interactions
  - \_\_\_\_\_ environment interactions
- f. Scorekeeping (4 Points)
  - \_\_\_\_\_ functions properly in game
  - \_\_\_\_\_ scoring appears on screen
- g. De-briefing (8 Points)
  - \_\_\_\_\_ clear outcome for the game
  - \_\_\_\_\_ game play stops
  - \_\_\_\_\_ items remaining on screen are appropriate
  - \_\_\_\_\_ end of game options available
- h. Documentation (4 Points)
  - \_\_\_\_\_ coding comments included
  - \_\_\_\_\_ main sections of coding explained
- i. Code organization (6 Points)
  - \_\_\_\_\_ elements are named/titled
  - \_\_\_\_\_ elements are logically grouped and organized
  - \_\_\_\_\_ coding is efficient

**Game Mechanics Subtotal (50) = \_\_\_\_\_**

### Game Play

- j. Science of theme (12 Points)
  - \_\_\_\_\_ (4 pts) level of scientific thought applied to theme
  - \_\_\_\_\_ (4 pts) appropriate scientific principles applied to theme
  - \_\_\_\_\_ (4 pts) scientific explanation included in game
- k. Graphics (12 Points)
  - \_\_\_\_\_ (4 pts) quality/complexity of UC sprite
  - \_\_\_\_\_ (4 pts) quality/complexity of Autonomous sprites
  - \_\_\_\_\_ (4 pts) quality/complexity of backgrounds
- l. Sound (6 Points)
  - \_\_\_\_\_ sounds are appropriate
  - \_\_\_\_\_ (4 pts) quality/complexity of sounds
- m. Play balance (12 Points)
  - \_\_\_\_\_ (4 pts) level of difficulty
  - \_\_\_\_\_ (4 pts) speeds are appropriate for the game
  - \_\_\_\_\_ (4 pts) movements in the game are appropriate
- n. Overall game (8 Points)
  - \_\_\_\_\_ (4 pts) overall impression of the game
  - \_\_\_\_\_ (4 pts) originality of the game

**Game Play Subtotal (50) = \_\_\_\_\_**

**GAME ON TOTAL SCORE (100) = \_\_\_\_\_**