Game Design

Game Design should include original content, design, and rules of an interactive game. Students may use the software program of their choice in order to demonstrate creativity, originality, organization, and interactivity. Students should be able to explain to judges what inspired their game idea and how they programmed their game to achieve project goals.

Area	Minimal	Partial		Mastery
Documentation - 10% Did student(s) include citations for sources and permissions for non-student produced materials?	None of the required documentation present.	Some or most required permissions present.		ALL required permissions present OR none needed.
Complete and Functional - 15% Did student(s) complete the entire project?	Project does not work at all.	Project is not completely functional or lacks a clear rule set or goal. Game may not even be fully playable.		Project is an interactive, finished game with a clear rule set and goal in mind. Game is playable by one or more people.
Creativity - 20% Did student(s) use a higher level of creativity throughout the design process and oral presentation? (Nervousness should NOT count against the student)	Minimal levels of creativity shown in the project design and oral presentation.	Students display lower levels of creativity in the design process and/or oral presentation. (Nervousness should NOT count against the student)		Student displays a high level of creativity throughout the entire design process. Game presents an interesting and creative challenge or narrative. The oral presentation is unique, well-planned, and creative. (Nervousness should NOT count against the student)
Understanding - 25% Did student(s) demonstrate a solid understanding of the software for project development?	Student displayed little to no understanding of the software used.	Student is unable to answer specific questions about the project or the software used. Student is unclear about specific aspects of the project and/or design process.		Mastery in the choice and use of software to enhance the project. Student is able to answer specific questions about their project and the software used to program and design the game.
Intended Purpose - 30% Did all elements of the project work together to serve the intended purpose?	No elements of the design fit the intended purpose of the project.	Elements of the project are not cohesive. Game is too simplistic or lacks depth. Navigating the environments or menus is not intuitive. Some elements of the project are missing or lack quality.		Game has high quality sound, animation, environments, and elements. Game is fun, challenging, and engaging. Player can navigate the environments and menus with ease.