

# INNOVATE-IT



## Game Design Primary Challenge Rubric

Innovate-IT Showcase, Spring 2023

### Overall Scoring

Your primary challenge will be scored out of a total of 200 points. These points are broken into the following three categories:

(60%, 120 points) – Game

Games will be judged on code quality/readability, playability, style/theme, and quality of implemented mechanics.

(10%, 20 points) – Quick Start Guide

Quick start guides will be judged on design, readability, and inclusion of required information.

(30%, 60 points) – Presentation

Presentations will be judged on marketability/creativity, clarity of game explanation, production value/presentation quality, and ability to interact actively with the audience.

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## Game Rubric (120 points total)

### Mechanics (50 points)

- Did the game implement several (more than 3) unique/fun mechanics?
- Are mechanics explained fully?
- Do the mechanics contribute to the overall game cohesively?

### Playability (30 points)

- Is the game playable with a start and end?
- Is the interface easy to use and read?
- Are tutorials/mechanics accessible and easy to follow?

### Style and Theme (20 points)

- Did the game follow a supplied theme?
- Is the game's theme clear without explicitly stating it to the player?
- Are the game's assets (models, textures, sounds, designs) reflective of the chosen theme?
- Was the team creative in their implementation of the chosen theme?

### Code Quality (20 points)

- Is the code well organized in a directory structure?
- Is the code commented effectively?
- Are files named and organized effectively?
- Is the game programmed efficiently? Are constructs (conditionals, loops, etc.) used appropriately?

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## Quick Start Guide Rubric (20 points total)

### Required Components (10 points)

- Are all required components (Theme/Inspiration, Control Scheme) included in the quick start guide?
- Is the theme/inspiration section provided with enough detail to clearly explain the theme of the game and how the theme is included in the final product?
- Is the control scheme easy to follow and read when playing the game?
- Does the control scheme communicate controls effectively, potentially with an image?

### Layout (5 points)

- Does the section order make sense?
- Are sections detailed and clear in their purpose?
- Are there any sections that make logical sense but aren't included?
- Is the quick start guide easy to follow and read in a short amount of time?

### Design (5 points)

- Is a theme incorporated into the quick start guide?
- Are font and color schemes chosen appropriately for accessibility, readability, and design purposes?
- Are images and diagrams used effectively? Are there any places where images could easily replace text?

## Presentation Rubric (60 points total)

### Game Overview (20 points)

- Does the presentation contain the title and a description of the game?
- Does the presentation outline the unique mechanics of the game?
- Does the presentation discuss any interesting techniques or technical parts of the game?
- Is the theme present and clear throughout the slides?

### Marketing and Creativity (20 points)

- Is the presentation exciting, energetic, and enthusiastic about the game?
- Does the presentation outline the game's target audience?
- Is the inspiration for the game mentioned?
- Does the game look fun and creative after viewing the presentation?

### Audience Interaction and Quality (20 points)

- Is the group able to answer questions from the audience effectively?
- Does the speaker speak to the audience instead of reading the slides?
- Are the slides designed effectively (easy to read, only main points, good use of visuals)?