

Showcase Project Rubric (Game Design)

Team: _____

Category	0-2	3-4	5-6	7-8	9-10	Score:
Theme/Prompt: Game's theme is clear and follows the Prompt.	Point of the game is unclear. Game ignores prompt.	Some effort at consistent theme has been made, but the game lacks direction.	Goal/Purpose is met, although this can be unclear at times.	Game follows the prompt fairly closely, but may stray	Game has a clear theme and embraces the intent of the prompt.	
Gameplay: Game is enjoyable to play and bug free. Game has distinct play mechanics.	Game is rife with bugs rendering game virtually unplayable. Controls are illogical. Instructions are unclear and/or not present.	Controls are logical but gameplay is not sound. Some features don't appear to function correctly. Instruction manual is necessary for play.	Functions work but are rough around the edges. Game is sound but feels unfinished. Gameplay is clear. Mechanics exist but may feel forced.	Game functions well but minor bugs may be present. Instructions are present. Mechanics function well together and complement gameplay.	Gameplay is polished and easy to understand. Everything appears functional. Game assists player with instruction when necessary. Mechanics blend together seamlessly and enrich gameplay.	
Art: Game is visually appealing. Effort has been made to make art assets that are appropriate to the project. If music/sound are present, they are appropriate to the game (and cited if necessary).	Low effort is apparent. Art distracts from project and/or placeholder art makes up the bulk of the project.	Some effort is apparent. Art is very low quality and may be distracting from the main project. Minimal placeholder art.	Effort is apparent. Assets look cohesive. No placeholder art. Quality is appropriate for a high school level course.	Strong effort is apparent. Art flows together and appears thoughtful, planned and appropriate to genre. Game is generally visually pleasing.	High effort is apparent. Art is polished. Animation sets are smooth. Visuals are impressive for a high school level course.	
Feedback/Clarity: Game informs player about positive and negative actions.	Game has minimal or no feedback. If feedback exists, is either inconsistent or very unpolished	Feedback lacks polish and may be incomplete. Not all negative actions inform player.	Feedback is mostly clear, although may lack polish. Most negative actions and some positive actions inform player.	Feedback mechanics are present, most actions give correct feedback to player.	Game uses multiple feedback strategies in a polished, cohesive way. Feedback enhances game experience and guides player experience.	
Craftsmanship: Game is a finished and complete "Vertical Slice", without any gaps.	Game is an incomplete experience.	Most features work and gameplay functions. Feels like "alpha" quality	Game is feature complete, although not particularly polished. Some sounds are present.	Game would make a strong beta/demo, but one or more elements lack polish. Sound is used consistently.	Game is highly polished and publish-quality in current state. Sounds complement and enhance the game experience.	

