

Level/Terrain Production Journal

NAME _____ PERIOD 1 2 3 4 5 6

- Title blog post: **GAME NAME** Level Builder Production Journal
- Use **Section Headings** in blog post

Summary

- Describe level/terrain production stage of your game _____

Production Notes

- Include evidence of *your* tasks and/or milestones
 - 1 – Few tasks/milestones, required without description _____
 - 2 - Some tasks/milestones, required with statements _____
 - 3 - Most tasks/milestones, required with description _____
 - 4 - All tasks/milestones, required with explanation _____

Discussions with Team

- Include evidence of *your* contributions to team conversation
 - 1 - No or little evidence of team interaction/decisions _____
 - 2 - Few references to conversation, but no decisions _____
 - 3 - Some references to conversation, decisions with team _____
 - 4 - Many references to conversation, decisions with team _____

Essential Level / Terrain Features

- Include evidence of *your* level/terrain/environment elements
 - 1 - Little or no level elements, little or no work recorded _____
 - 2 - Some level elements, stated or listed tasks of work _____
 - 3 - Detailed level elements and description of work _____
 - 4 - Detailed level elements and explanation of work _____

What I Learned and Problems I Solved in Production

- Explain what you **learned & problems you solved** _____
- Use proper grammar; (i.e. 'i', complete sentences) _____

15 POINTS TOTAL _____

REVIEW'S NAME _____

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