

## 5.E: ASSESSMENT REFERENCE GUIDE

### 5.E.1: Game Development Plan – Assessment Rubric



	<b>Unacceptable</b>	<b>Basic</b>	<b>Proficient</b>	<b>Distinguished</b>
<b>Sequencing</b>	Flowchart does not capture all sequences that would allow the game to work correctly.	Flowchart captures broad actions that would allow the game to work, but may provide limited information necessary to help the developer build directly from the chart.	Flowchart properly sequences all events that occur and accurately branches based on inputs and outputs of the systems. Includes feedback loops and identifies triggers and events for all actions in the game.	Flowchart properly sequences all events and all branches, triggers and outputs. Flowchart clearly shows all major and sub category actions to specific detail. Flowchart is easy to follow and signals all the game actions.
<b>Accuracy/ Logic</b>	Flowchart has multiple flaws, missing links, or outputs that do not work.	Flowchart is accurate, but limited in terms of depth. Flowchart may have some outputs that are incomplete or dead end.	Flowchart accurately guides development process and all branches work. However, a few missing steps or logic errors may be present.	Flowchart captures all sequences, events, triggers and actions to completely build the game. No broken links, dead ends or logic errors exist.
<b>Appearance</b>	Flowchart is overly complex, disorganized, and/or difficult to read.	Flowchart is simple and basic. Limited use of graphics within the chart.	Flowchart is spaced nicely, uses graphic images appropriately, and is easy to follow.	Flowchart is very well spaced, good use of graphic images, colors, line weights. Flowchart uses section titles and is very easy to read and follow.