

Showcase Project Rubric

Team: _____

Category	0-2	3-4	5-6	7-8	9-10	Score:
Theme/Prompt: Game's theme is clear and follows the "In a Room" 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.	
Effort: This project was an appropriate use of the team's time (8 weeks, alongside other classwork)	Game feels rushed, last minute and seems as though minimal effort was put in.	Team should have put in more effort, but project is reasonably passable.	The team spent an appropriate amount of time considering the scale of the project.	The team appears to have put in a good amount of effort.	High degree of effort and cohesive teamwork is demonstrated.	
Overall: Game is enjoyable to play	Game is not fun	Parts of the game are fun, but overall experience is lacking	Game was "ok"	Game was fun	Game was enjoyable, evaluator would play game even if not part of an evaluation	