**Game Evaluation Rubric**

**Overall design and presentation – 20 points**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 5 points | Pitch | Is the game pitch clear and easy to understand? |  |
| 5 points | Rules | Are the game’s rules and goals clear and organized? |  |
| 5 points | Attention to Details | Plan reflects attention to details |  |
| 5 points | Idea | Game is unique and creative with original content |  |

**Innovation and Creativity – 20 points**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 5 points | Title | Is the title fitting? Unique? Creative? |  |
| 5 points | Story | Does the game have a unique story or premise that invites the player into the game? |  |
| 5 points | Game Elements | Does the game implement established game mechanics in creative or new ways? |  |
| 5 points | Genre | Does the game create a new genre, blend genres together to form a new way of playing, innovate on an existing, established genre? |  |

**Fun Factor – 15 points**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 5 points | Player Feedback | Does the game provide feedback for the player such as high scores, end of level reports or other components that make the player feel good about their achievements in the game? |  |
| 5 points | Difficulty | Is the difficulty level of the game appropriate for the intended audience? Does the game get increasingly difficult in an appropriate way? |  |
| 5 points | Audience | Is the game appropriate for its intended audience? |  |

**Theme (Secret Ingredient) – 5 points (However, if this is not included the game is disqualified)**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 5 points | Explicit Use of “Secret Ingredient” | How well does the game explicitly connect to the theme? |  |

**Feasibility – 10 points**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 10 points | Feasibility | Is it possible to develop this game with the current technology and other means available? |  |

**Marketability – 20 points**

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| **Total Possible Points** | **Category** | **Criteria** | **Total Earned Points** |
| 10 points | Longevity | Does the design allow for repeat play? Will the player want to keep playing? Would the player keep this game and play it daily/weekly/monthly/never? |  |
| 10 points | Excitement | Is the game exciting and inviting to the player? |  |

**Final Score: /100**