

Computer Programming & Game Design I

Grading Rubric – Final Project (Urban City Racing Game)

	Excellent/ Proficient (A) = Proficient Knowledge	Average (C) = Basic Knowledge	Unsatisfactory (F) = Did not implement the required actions or elements.
Environment Set Up (Terrain)	10pts Student included GOOD use of various terrain items in their scene including mountains, textures (including a dirt road), trees, water, and a skybox	5pts Student included HALF of the various terrain items in their scene except: mountains, textures (including a dirt road), trees, water, and a skybox	0pts Student hardly added any of the required terrain items in their scene.
Environment Set Up (City Elements)	20pts Student included ALL required items in their city including: (10) streets, (10) intersections, buildings on both sides of streets, good use of game objects, (2) particle effects, and (2) downloaded assets from Unity Asset Store	10pts Student included HALF of the required items in their city except: (10) streets, (10) intersections, buildings on both sides of streets, good use of game objects, (2) particle effects, and (2) downloaded assets from Unity Asset Store	0pts Student hardly added any of the required city elements in their scene.
Include Game Object Items for Game to Run	15pts Student included ALL required items in order for their game to run including: sports car and controller, camera attached to the car, (15) collectables, (3) ramps or loops	8pts Student included HALF of the required items in order for their game to run except: sports car and controller, camera attached to the car, (15) collectables, (3) ramps or loops	0pts Student hardly added any of the required GameObjects in their scene.
Does The Game Run Properly?	15pts When the game starts, it loads immediately and the car begins accelerating properly. The car was able to pick up all collectables (in which they disappeared from the game). No errors or issues were displayed with any of these steps.	7pts While the game may run immediately and free of errors, there is an inability to finish playing the game due to various items not working properly (i.e. triggers).	0pts From the moment the game runs in Unity, an error message(s) displays or the game does not run properly; making it impossible to see what is in the game.
GUI Boxes Used for Feedback to Player	10pts There are frequent opportunities for the player to receive timely feedback on their performance (including their score AND a running timer). When time runs out, the game automatically ends. If the player collects all their items within the set time, the screen states "You Win". Each of these two feedback items works properly with no errors.	5pts There is only one of the two required pieces of feedback the player receives in the game (either displaying their score OR showing a running timer). One of the two feedback items may not work properly.	0pts There is no feedback provided to the player on their performance or time remaining in the game.
Was the Game Challenging?	5pts The game was very challenging for the player including (but not limited to) a challenging course, obstacles making it a challenge to collect the items, etc.	3pts The game provided somewhat of a challenge to the player in that a few items were used to make it difficult for the player to accomplish the game's main goal.	0pts The game was too easy and provided little to no challenge for the player.

Perspective	<p style="text-align: center;">10pts</p> <p>ALL items in the game's design (including streets, building, GameObjects, etc.) are scaled and rotated correctly in correlation with other items in the game.</p>	<p style="text-align: center;">5pts</p> <p>HALF of the items in the game's design are scaled and rotated correctly in correlation with other items in the game.</p>	<p style="text-align: center;">0pts</p> <p>MOST or ALL items in the game's design are not rotated or scaled correctly; making the game look incorrect to the player.</p>
Creativity and Professionalism	<p style="text-align: center;">5pts</p> <p>Most of the graphics or objects used reflect the designer's exceptional degree of creativity and skill. There are no spelling or grammar errors throughout the game.</p>	<p style="text-align: center;">3pts</p> <p>A few graphics or objects show some creativity and skill. There may be multiple spelling and/or grammar errors.</p>	<p style="text-align: center;">0pts</p> <p>Very little graphics or objects show any creativity and skill throughout the game. The game is full of spelling and/or grammar errors.</p>

Total Points Possible: 90 Your Points: _____
 Extra Credit Items Added (1pt each; Maximum 3): _____
 Penalty (Late/Rubric Not Turned In) _____% = _____