

# Game Demo Presentation Rubric

Company: \_\_\_\_\_

Team Members: \_\_\_\_\_

Game Title: \_\_\_\_\_

Category	Exceptional (100%)	Satisfactory (75%)	Unsatisfactory (50%-0%)	Points
Game concept	Describes all components of the game concept.	Describes most (not all) components of the game concept.	Describes some components of the game concept.	/10
World, Story, and Characters	Conveys deep thought by pitching a compelling high level overview, "feel", and background of the world.	Conveys thought by lightly explaining the required elements of the world, story, and characters.	Conveys shallow or disconnected thought on this matter by skimming over the required elements.	/10
Flowboard	Clear and concise transition diagram of all menus and game modes.	Transition diagram with most (not all) menus and game modes.	Transition diagram with some menus and game modes.	/10
User interfaces	Clear and concise labeled diagram of each user interface.	Labeled diagram of each user interface.	Unclear diagram of each user interface.	/20
Core mechanics	Detailed and clear description of the player interaction and inner workings of the game.	Description of the inner working of the game as rules instead of mechanics.	Shallow or missing description of the inner workings of the game.	/30
Live demo	Clearly demonstrates game modes and mechanics through short play segments.	Demonstrates most game modes and mechanics, but play is not smooth and presenter stumbles.	Demonstrates some game modes and mechanics in a confusing manner.	/10
Presentation	Great eye contact and enunciation. Little-to-no filler words used. Visual aids significantly augment explanation.	Good eye contact and enunciation. Some filler words used. Visual aids augment explanation, but are sometimes unclear or missing.	Poor eye contact and enunciation. Many filler words used. Visual aids are mostly absent.	/10
<b>Total Score</b>				<b>/100</b>

Comments: