

# Game Design Document Rubric

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

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

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

Category	Exceptional (100%)	Satisfactory (75%)	Unsatisfactory (50%-0%)	Points
Game concept	Describes all components of the game concept as conveyed by the course material.	Describes most (not all) components of the game concept as conveyed by the course material.	Describes some components of the game concept as conveyed by the course material.	/15
Market and business	Shows research into the market for the type/scale of game imagined and how the company will earn money.	Shows high-level marketing and business understanding of games.	Shows little-to-no research into the market and business for the game.	/5
Characters	Provides in depth description in a manner suitable to writers, artists, and musicians.	Provides shallow description and some thought to them.	Provides little-to-no description of them.	/5
Game world	Conveys high level overview, "feel", and background of the world --- suitable for writers, artists, and musicians.	Explains the required elements of the world but to no depth.	Conveys shallow or disconnected thought on this matter by skimming over the required elements.	/5
User interfaces	Clear and concise labeled diagram of each user interface with an accompanying description.	Labeled diagram of each user interface with an accompanying light description.	Unclear diagram of each user interface without an accompanying description.	/10
Flowboard	Clear and concise transition diagram of all menus and game modes with an accompanying description.	Transition diagram with most (not all) menus and game modes with an accompanying light description.	Transition diagram with some menus and game modes with little-to-no accompanying description.	/20
Story/Level Progression	Conveys a detailed progression suitable for writers and level designers.	Conveys a lightly explained progression without much detail.	Conveys no or a disconnected level progression.	/5
Game Script	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.	/20
References	Provides thorough documentation of outside resources in an appropriate format. Citations occur in text.	Provides some documentation of outside resources in an unclear format. No citations occur in text.	Little-to-no references provided.	/5
Technical Writing Style	Great use of formulas, bulleted lists, figures, etc., with few grammatical errors.	Some use of formulas, bulleted lists, figures, etc., with some grammatical errors.	Little-to-no use of formulas, bulleted lists, figures, etc., with many grammatical errors.	/10
<b>Total Score</b>				<b>/100</b>

Comments: