

ogpc 3.0 Game Maker Score Sheet

Game R&D Quality					
Team Number					
Team Name					
Rate each skill by placing a check mark in appropriate box.					
	Needs Improvement	Fair	Good	Very Good	Excellent
Strong Design Process e.g. Overall design approach was solid, described clearly and documented; matches actual game	No demonstrated design process and documentation; team used ad-hoc techniques to build game.				Excellent process; Thorough documentation
Quality of Game Concept Document e.g. completed concept document, reflects thoughtful approach to design and goals for the game	Team did not supply a Game Concept Document				Well written, thorough explanation of the game's concept, design origins, and goals
Creative and effective use of Gamemaker elements e.g. used rooms, sprites, objects in creative ways.	Game uses only simple, basic features of GameMaker.				Game makes extensive use of variety of GameMaker elements that add to quality of design.
Innovative Use of Theme Use health and wellness theme in creative, effective, and non-trivial way	Game does not demonstrate application of theme to game design.				Game addresses theme in extremely innovate and immersive fashion.
Resources Utilized Variety of books, periodicals and web sites cited. Credit is given when due.	No demonstrated research and use of outside resources in design of game.				Team made use of and documented a wide range of resources for game design and application of theme.
Students Did the Work Description of game design shows thorough understanding of how and why it works	Legitimate concerns that team members did very little of the work on their own.				Students demonstrate proficiency and deep understanding of their design and theme application.
Overall Quality of Design Elegant solution exhibits team's innovative and productive ideas.					
Boxes Checked					
Comments					

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Game Experience Quality					
Team Number					
Team Name					
Rate each skill by placing a check mark in appropriate box.					
	Needs Improvement	Fair	Good	Very Good	Excellent
Ease of Use Clear what to do and what the goal is. Easy to jump right into the game and get started.	Difficult to discern goals and control the game.				Controls and interface are extremely intuitive and seamless.
Challenging As player learns and builds skills, more to challenges readily available	Game is consistently too easy or too hard with little variation in challenge.				Effective escalation of challenge as game progresses.
Visual Appeal Attractive use of graphics & animation. Advanced use of cut scenes and other enhancements.	Game has only basic graphics with minimal use of animation.				Game is extremely visual appealing and is on par with commercial quality.
Sound Sound effects and music support the theme of the game and enhance the experience.	Game has no sound effects or music.				Sound effects are well integrated with theme and flow of game. Team produced own sound clips and music.
Overall Game Experience					
Boxes Checked					
Comments					

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Presentation Quality					
Team Number					
Team Name					
Rate each skill by placing a check mark in appropriate box.					
	Needs Improvement	Fair	Good	Very Good	Excellent
Programming Concepts Incorporated into Presentation Highlight interesting programming concepts and innovations applied to the game implementation.	Team does not share details on programming concepts in the game.				Team accurately and enthusiastically shares technical details of interesting programming concepts.
Game R&D Incorporated into Presentation Clearly explain game design including how it was implemented.	Team does not explain their R&D process				Team enthusiastically shares their R&D process and experience.
Unique/different presentation style Clever choice of presentation style. Exhibits creativity and imagination. Appropriate use of humor & personal touches.	Team presentation lacks creativity and imagination.				Team exhibits extreme creativity and imagination in selection and execution of their presentation style.
Clear answers to questions providing useful information More than one member answered. Answers showed understanding of question and material included in presentation.	Team has difficulty answering questions and lacks understanding of their game and theme.				Team shares responsibility for answering questions and show exceptional depth of understanding of their game and research.
Overall Presentation All team members participated. All elements relevant and well integrated. Team members understood research and game design. Kept to time limit. Well rehearsed.					
Boxes Checked					
Comments					

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Teamwork					
Team Number					
Team Name					
Rate each skill by placing a check mark in appropriate box.					
	Needs Improvement	Fair	Good	Very Good	Excellent
Roles and Responsibilities Clearly defined roles. Members understand and can perform each others roles. Workload is distributed fairly. Members help each other out without needing to be asked.	Team has not defined roles and responsibilities	Team has unclear roles and responsibilities	Team has clear roles and responsibilities	Team has roles and responsibilities that are very clear and flexible.	Team has roles and responsibilities that are extremely clear and flexible.
Team Cooperation Team members give concrete examples of self-respect. They show new respect for their school/community, clearly discuss how this new respect translates into other areas of their lives, and give concrete examples of how they have helped each other or others.	Team members do not respect other members of their team, other teams or the tournament staff.	Team members either show some disrespect for team members or other teams, or lack awareness of school and community issues.	Team members demonstrate respect for all team mates and other teams, and awareness of school and community issues.	Team demonstrates very good respect for all teammates and provides clear examples of how they have helped others	Team demonstrates excellent respect for all teammates and provides clear examples of how they have helped others
Confidence & Enthusiasm All team members show confidence in themselves as well as the team. Members work together to include each other. Concrete examples of enthusiasm are shown. Members show equal investment in project. All team members speak to the judges. Good eye contact with judges.	Some team members seem disinterested or disengaged.	A few team members seem disinterested or disengaged.	Most team members show confidence in themselves as well as the team.	All team members show strong confidence and enthusiasm.	All team members show extremely strong confidence and enthusiasm.
Overall Teamwork					
Boxes Checked					
Comments					