



DigiPen Academy

Rubric for Evaluating Capstone Game Project – VIDEO GAME

Evaluators should use the following basic rubric to evaluate the key elements.

1. ALL elements must be “Minimum Expectation Met” if order for the game to be give a passing grade.
2. The game design students are not being evaluated for the gaming experience they have created, not their art skills. This said, graphical elements should still be recognizable and suit the context. Students were allowed to use license free art/music assets for the project.

Game: _____

Student Name: _____

Date: _____

Evaluator: _____

Title/Instructions/Credits Pages:

- **Minimum Expectation Not Met:** The game lacks screen(s) or the screen(s) are incomplete and does not provide necessary information about the game. Game objective not provided.
- **Minimum Expectation Met:** The game includes the required screens and displays the minimum information with respect to the purpose of each screen.
- **Minimum Expectation Exceeded:** The game includes visually appealing and informative screens that enhances the overall experience. Game objective is clearly provided.

Clear Instructions:

- **Minimum Expectation Not Met:** The game lacks clear instructions, making it difficult for players to understand how to play.
- **Minimum Expectation Met:** The game provides clear and concise instructions that outline the rules of the game.
- **Minimum Expectation Exceeded:** The game includes visually presented instructions that are easy to understand and follow, ensuring players can quickly grasp how to play.

Controls:

- **Minimum Expectation Not Met:** The game has unintuitive or unresponsive controls that impede the player's ability to interact with the game effectively. Option to pause game to go to main menu, or to exit game not implemented.
- **Minimum Expectation Met:** The game provides responsive and user-friendly controls that allow players to navigate, interact, and perform actions smoothly. Option to pause game to go to main menu, or to exit game implemented.
- **Minimum Expectation Exceeded:** The game offers intuitive and precise controls that enhance the player's sense of agency and provide a seamless and enjoyable gameplay experience. Option to pause game to go to main menu, or to exit game implemented.

User Interface (UI):

- **Minimum Expectation Not Met:** The game has a confusing or poorly designed user interface that makes it challenging for players to navigate or understand game elements.
- **Minimum Expectation Met:** The game presents a clear and functional user interface that effectively communicates relevant information and allows players to interact with the game smoothly.
- **Minimum Expectation Exceeded:** The game exhibits a visually appealing and intuitive user interface that enhances the gameplay experience, providing easy access to essential information and enhancing player immersion.

Quality Feedback to Player:

- **Minimum Expectation Not Met:** The game provides little or no feedback to players regarding their actions or progress in the game.
- **Minimum Expectation Met:** The game offers adequate feedback to players, providing information on their performance and progress in the game.
- **Minimum Expectation Exceeded:** The game provides comprehensive and meaningful feedback to players, offering clear indicators of their actions, progress, and achievements.

Layout and Flow:

- **Minimum Expectation Not Met:** Lack of clear progression or logical layout. Poorly placed obstacles or barriers hindering player movement. Inconsistent or awkward transitions between different areas.
- **Minimum Expectation Met:** Clear and intuitive progression throughout the level. Thoughtful placement of obstacles and barriers. Smooth and natural transitions between different sections.
- **Minimum Expectation Exceeded:** Exceptional level of creativity and innovation in progression design. Skillfully placed obstacles and barriers, enhancing gameplay depth. Seamless and immersive transitions that captivate the player.

Balance:

- **Minimum Expectation Not Met:** The game lacks balance, with certain aspects overpowering others or making the game too easy or too difficult.
- **Minimum Expectation Met:** The game demonstrates a reasonable balance between various

elements, ensuring a fair and enjoyable gameplay experience. Balanced and appropriately challenging gameplay elements. Engaging enemy or NPC placement, encouraging strategic decision-making. Satisfying variety in encounters or puzzles.

- **Minimum Expectation Exceeded:** The game showcases exceptional balance, carefully fine-tuning the gameplay to provide an engaging and challenging experience for players.

Engagement:

- **Minimum Expectation Not Met:** The game fails to engage players, lacking elements that capture their attention and maintain their interest. Absence of interesting or challenging gameplay elements. Limited variety in encounters or puzzles.
- **Minimum Expectation Met:** The game incorporates elements that promote engagement, such as meaningful choices, rewards, or challenges. Balanced and appropriately challenging gameplay elements. Satisfying variety in encounters or puzzles.
- **Minimum Expectation Exceeded:** The game excels in creating a highly engaging experience through innovative gameplay mechanics, captivating storytelling, or immersive visuals/sounds. Unique and captivating gameplay elements, providing memorable experiences. Ingenious use of interactive objects or dynamic elements, adding depth. Rich variety in encounters or puzzles, keeping players engaged.

Sound:

- **Minimum Expectation Not Met:** The game lacks sound and music throughout game (ie. title/instruction/game/credits), or includes poorly implemented or distracting audio that detracts from the gameplay experience.
- **Minimum Expectation Met:** The game incorporates appropriate and well-executed sound effects and music throughout game (ie. title/instruction/game/credits) that enhance the atmosphere and gameplay.
- **Minimum Expectation Exceeded:** The game features high-quality sound design throughout the game (ie. title/instruction/game/credits), with immersive audio that complements the gameplay and adds depth to the overall experience.

Replayability:

- **Minimum Expectation Not Met:** The game lacks replay value, with limited content or repetitive gameplay that discourages players from replaying.
- **Minimum Expectation Met:** The game includes enough content, challenges, or variations to encourage players to replay and discover new experiences.
- **Minimum Expectation Exceeded:** The game offers significant replayability, with multiple paths, dynamic outcomes, or procedural generation that keeps players engaged and coming back for more.

General Comments: