

GAME JAM GRADING RUBRIC

Fun + Wonder

Overall Uniqueness and wow factor

___ / 10

Stickiness / Addictiveness

___ / 5

Creative obstacles and fun challenges

___ / 10

Surprises built into the gameplay

___ / 5

___ / 30

Gameplay Mechanics

Creative gameplay style

___ / 10

Difficulty level balance. Not too hard. Not too easy.

___ / 10

Gameplay interacts well with other gameplay objects i.e., trampolines, bumpers, walls, barriers, enemies, coins, etc.

___ / 5

Camera angle and camera movement works well with gameplay

___ / 5

___ / 30

Graphics + Smart Assets

Uses interesting and creative objs, textures, effects, png images

___ / 5

Uses creative and interesting smart assets

___ / 5

Uses unique smart assets. i.e., combined multiple 3D models and nodes

___ / 5

Uses creative and interesting UI design. i.e., Main Menu, Pause, Game Over, Info UI's

___ / 5

___ / 20

Sound Effects + Music

Uses creative gameplay sound effects

___ / 5

Uses great gameplay music

___ / 5

Uses creative game over UI music

___ / 5

Uses creative Main Menu UI music

___ / 5

___ / 20

World Design + Scene Design

Uses creative world structure

___ / 5

Uses creative scene design

___ / 5

Uses a creative variety of scenes

___ / 5

Uses a creative variety of worlds

___ / 5

___ / 20

Final Score ___ / 120

