Global Game Jam | Rubric

Description

This brief is designed to evaluate y'all's submissions for the Global Game Jam (GGJ) based on key aspects of game development, including functionality, reflection, and organization. The goal is to assess not only the final product but also the development process and the lessons learned along the way. Y'all will be graded on whether the game meets the minimum criteria for a "shipped" product, y'all's ability to reflect on the development experience through a detailed postmortem, and y'all's organizational skills in tracking completed tasks during the jam.

Due Date: January 28th

Submission: All deliverables will be submitted under your class sections corresponding UIW3D Forums thread: www.forums.uiw3d.com

Grading Checklist	Earned	Possible	Feedback
Postmortem		30	

A written reflection on the development experience, focusing on successes, challenges, and overall takeaways.

- **Wins:**
  - What went well? Highlight key successes and accomplishments.
- **Losses:**
  - What didn't go as planned? Discuss major challenges and obstacles.
- **General Thoughts:**
  - Summarize lessons learned and areas for improvement.

Master Task List		20	

The master task list assesses how well y'all managed and documented y'all's workflow during the jam. A well-maintained task list should provide a clear picture of the work completed and demonstrate effective time management and prioritization

If you used a Project Management tool (KanBan, Planner, Etc.). Please provide a screenshot of all tasks and assets assigned to you. Including tasks that are not art centric is okay. I.e. documenting any meetings y'all had, audio, reference gathering, etc.

Execution and Quality		50	

Evaluates the overall polish, application, and execution of techniques within your discipline - focusing on all elements throughout the production.

Showcasing your ability to output industry standard content via work in progresses, breakdowns, and ultimately in-engine integrated work.

Shipped		Pass or Fail	

The game must be **playable** and **beatable**, meeting the core objectives and following the GGJ theme.

- **Pass:**
  - The game runs without game breaking issues and allows players to complete its main goal.
- **Fail:**
  - The game is incomplete, unplayable, or missing key features that prevent progress.

Important: A failing grade in this section results in an automatic project failure.

Total Points Earned		/100	