

Submission Guidelines for 9th Quarter Portfolio Review Items

Required files must be presented on an FTP site and organized into the appropriate folders.

Game Prototype in Flash (35%)

Minimum of one playable Flash game. Including:

- A Functional Specification Document (Game design Document) for the game.
- A paper prototype of the game, as submitted for the Prototyping class.
- A final version of the game in .fla format.

Interface Design (30%)

Minimum of two interfaces, one each of *active* and *passive (HUD)*. Including:

- For the *Active Interface*, an Interface Design Document that shows the interface with labeled explanations of each component, as submitted for the Interface Design class.
- For the *Passive (HUD) Interface*, an Interface Design Document that shows the interface with labeled explanations of each component, as submitted for the Interface Design class.

Level Design (35%)

Minimum of one playable Unreal level. Including:

- Concept drawings.
- Blueprint top down view drawn on graph paper with scale references or measurements.
- Images showcasing the wireframes of the level.
- Images of the 3D modeled environment with textures and lighting that closely reflect the concept drawings.
- A colored texture treatment showing the most important textures created for the level.
- A final version of the level in native Unreal format, including all necessary files.

9th Quarter Portfolio Rubric for Online GAD

Category	% of Total Grade	Letter Grade				
		A	B	C	D	F
Game Prototype in Flash Minimum of 1 playable Flash game	35%	<ul style="list-style-type: none"> The design documentation is solid and thorough. The paper prototype gives useful insight into the gameplay. The graphical and audio elements are effective. The game loads and opens without error messages. Game play is smooth and intuitive. 	<ul style="list-style-type: none"> The design documentation is solid and thorough. The paper prototype gives useful insight into the gameplay. The graphical and audio elements are effective. The game loads and opens without error messages. Game play has some roughness but is generally good. 	<ul style="list-style-type: none"> The design documentation has some ambiguities or omissions. The paper prototype gives only adequate insight into the gameplay. The graphical and audio elements could use some work. The game loads and opens without error messages. Game play has some roughness but is generally good. 	<ul style="list-style-type: none"> The design documentation has serious ambiguities or omissions. The paper prototype gives marginal insight into the gameplay. The graphical and audio elements are of marginal quality The game loads and opens without error messages. Game play is spotty and rough 	<ul style="list-style-type: none"> The design documentation has serious ambiguities or omissions. The paper prototype gives little to no insight into the gameplay. The graphical and audio elements are of poor quality The game does not load and open without error messages. Game play is poor to nonexistent.
Interface Design Minimum of 2 interfaces (1 each active and passive)	30%	<ul style="list-style-type: none"> The design documentation is solid and thorough. Interface layout facilitates a high degree of usability through use of shape and color, not relying on text. When used, text is easily readable and font fits style of interface and game. Esthetics and usability of interface work together. Look and feel of interface is consistent with that of the game as a whole, and with genre. Interface is clean and uncluttered. 	<ul style="list-style-type: none"> The design documentation is solid and thorough. Interface layout facilitates a high degree of usability through use of shape and color, not relying on text. When used, text is easily readable and font fits style of interface and game. Esthetics and usability of interface work together. Look and feel of interface is somewhat inconsistent with that of the game as a whole, or with genre. Interface is somewhat cluttered. 	<ul style="list-style-type: none"> The design documentation needs some fleshing out. Interface layout facilitates a moderate degree of usability through use of shape and color, not relying on text. When used, text is moderately readable and font fits style of interface and game. Esthetics and usability of interface work together somewhat. Look and feel of interface is somewhat inconsistent with that of the game as a whole, or with genre. Interface is somewhat cluttered. 	<ul style="list-style-type: none"> The design documentation needs some fleshing out. Interface layout facilitates a moderate degree of usability through use of shape and color, not relying on text. When used, text is moderately readable and font fits style of interface and game. Esthetics and usability of interface do not work together. Look and feel of interface is inconsistent with that of the game as a whole, or with genre. Interface is cluttered. 	<ul style="list-style-type: none"> The design documentation is inadequate. Interface layout does not facilitates usability through use of shape and color, not relying on text. When used, text is marginally readable and font does not fit style of interface and game. Esthetics and usability of interface do not work together. Look and feel of interface is inconsistent with that of the game as a whole, or with genre. Interface is cluttered.

<p>Level Design Minimum of 1 playable Unreal level</p>	<p>35%</p>	<ul style="list-style-type: none"> • The level has a very strong purpose and a very engaging theme. • Areas in the level provide an obvious snapshot of a story or situation that took place through the level's architecture or damage. • The scene props strongly echo a story / situation. • Very strong level design and game mechanics. • The polygons are distributed very well. • The artist shows a very solid understanding of texture allocation. • Shows very strong ability in composition, employing color palettes, and posing scene elements for storytelling purposes. • Very well presented overall. 	<ul style="list-style-type: none"> • The level has a clear purpose and a good theme. • Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. • The scene props echo a story / situation. • Good level design and game mechanics. • There is appropriate polygon distribution. • The artist shows a suitable understanding of texture allocation. • Shows good ability in composition, employing color palettes, and posing scene elements for storytelling purposes. • The work is well presented overall. 	<ul style="list-style-type: none"> • The level has a general purpose and is thematically engaging. • Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. • The scene props suggest a story / situation but they could be more cohesive. • Decent level design and game mechanics, but much work needs to be done. • There is decent polygon distribution, but it improvement is clearly needed. • The artist shows an average understanding of texture allocation. • Shows average ability in composition, employing color palettes, and posing scene elements for storytelling purposes. • The work is presented in a rough fashion. 	<ul style="list-style-type: none"> • The level has a general purpose and is thematically engaging. • Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. • The scene props vaguely suggest a story / situation and need to be more cohesive. • Poor level design and game mechanics. • There is poor polygon distribution. • The artist shows a vague understanding of texture allocation. • Shows poor ability in composition, employing color palettes, and posing scene elements for storytelling purposes. • Overall the work needs to be better presented. 	<ul style="list-style-type: none"> • The level lacks purpose and is thematically unengaging. • Areas in the level do not provide a glimpse to a story or situation that took place through the level's architecture or damage. • The scene props do not suggest a story / situation due to their lack of cohesiveness. • It is not clear that level design and game mechanics were taken into consideration. • There is amateur polygon distribution. • The artist does not show a solid understanding of texture allocation. • Shows very poor ability in composition, employing color palettes, and posing scene elements for storytelling purposes. • The work is not presented at a high enough caliber to be acceptable.
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