

Assignment 2 Grading Criteria	Maximum Points
At least one revised: Game Design Document	
At least two revised: Storyboards	
At least three revised: Character study/development drawings	
One sketchbook with at least five revised sketches	
At least two revised: Interface design samples (one each active and passive)	
At least one revised: 15 second to 90 second Animation with audio	
At least three revised: 3D Models with textures applied	
At least two revised: Background/environment/layout treatments	
At least six revised: Life Drawings	
At least two revised: Still images	
At least two revised: Model sheets	
At least two revised: Textures	
At least two revised: Lit environments	
At least one revised: Game prototype (Flash)	
At least one revised: Game mod created by team	
At least two revised: Unreal game levels created by individual	
At least one revised: Sound design example (optional)	
At least one revised: 3D script	
Posted all required files	300
Posted revised Portfolio Audit Form	10
Total	310