

Candidate's Name:	MODULE 1	MODULE 2	MODULE 3	TOTAL
Demo (5 minute oral presentation, to sell the idea) [15 marks]				
Clearly describes the concept of the project				
<i>Game play summary/synopsis</i>				
<i>Competitive advantage</i>				
<i>Character description</i>				
<i>Rationale</i>				
<i>Target audience</i>				
Presentation				
<i>Eye contact</i>				
<i>Clarity and diction</i>				
<i>Impact</i>				
<i>Appearance</i>				
<i>Use of digital media</i>				
Product [54 marks]				
Interactive game				
<i>2D Animation</i>				
<i>3D component</i>				
Appropriate use of design and composition principles				
<i>Good overall composition</i>				
<i>Good use of colours or texture</i>				
<i>Good use of space</i>				
<i>Good use of typography or camera angles</i>				
Appropriate user experience				
<i>Ease of starting the game</i>				
<i>Playability</i>				
<i>Pausing</i>				
<i>Continuing</i>				
<i>Ending</i>				
<i>Advancing through levels</i>				
<i>Game play</i> (unique solutions, emergence, nonlinearity, , input/output modeling reality) - any three identified 1 mark each				
<i>Game story</i> (setting, characters, sequence, exposition, conflict, climax, resolution) - any five identified 1 mark each				

<i>Game mechanics (rules)</i>				
<i>Feedback</i> (<i>Game progress - 1 mark, score - 1 mark,</i> <i>end state - 1 mark, in-game instructions - 2 marks</i>)				
<i>Game stability</i>				
<i>Audio</i>				
<i>Background music</i>				
<i>Sound cues</i> (<i>3 appropriate cues – 2 marks each</i>)				
Implementation of animation in the game (3 marks)				
MODULE TOTAL				