Final Game Build Grade

Grade will be based on a combination of deliverables, weekly progress turn-ins, and participation/on-track time vs. time off-track.

The below points will be determined based on completion, meeting outlined requirements, creativity, organization, grammar/spelling (if applicable), and overall artistic appeal (for final .exe only).

Deliverable	Points
Deliverable Document	1 Point
Storyboard	5 Points
Architecture	4 Points
Design Document	6 Points
Source Code Document/Overall Coding & Functionality of Code	10 Points
Marketing Materials	6 Points (3 Pts for poster and 3 pts for your choice- package design or 1 page website)
Final Exe	17 Points (Artistic appeal will be applicable for these points as well as meeting the outlined requirements and functionality)
Week of April 10th Progress Upload	2 Points
Week of April 17th Progress Upload	2 Points
Week of April 24th Progress Upload	2 Points
Negative Points: These will be documented for students who are: off-track, unrelated YouTube (background music is okay), playing games, etc.	Up to -15 Points *This will be documented by Dr. Kirk so student can request that documentation at the end if they would like a copy of it.
	55 Points Total