**Capstone Evaluated:**

**Your Name:**

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| **Capstone Evaluation/Critique Sheet** |
| **Criteria** | **What would a “5” look like?** | **Score (1-5)** | **Anything less than 5 include comments for improvement.** |
| **Concept:** Is the idea well development? | Clear, includes a title, clear instructions and goal. |  |  |
| **Design:** Does the look and colors fit the game? Is there a clear overall design theme? Are all assets same style (pixelated, hand drawn, photo realistic, etc.) | Awesome graphics and theme-based colors. All assets have the same style. |  |  |
| **Sound Effects:** Do the sounds play well? Are the music/other sounds appropriate for the game? | Sounds match the items/objects and background music appropriate at each level. |  |  |
| **Functionality:** Does everything work? | Plays perfectly; no bugs, glitches or errors. |  |  |
| **Entertainment Value:** How likely are you to play this game again? | Cannot wait to play this again. |  |  |
| **Capstone Worthy:** Do you feel this build/product justifies capstone’s timeframe (Sept-March) | Game is fun, has multiple levels, very few bugs, and would take a long time to create and put together.  |  |  |
| **Trailer:** Trailers are only required for group with 5 or more students.  | Has a trailer which includes good images/video and sound.  |  |  |
| **Additional Comments/Information/Suggestions:** |