

Your Name: _____

STEM: GameStar Mechanic Project Assessment



Name of Game _____

Criteria	Well-done!	Most of the time	Rarely
Research of Game Idea	The story behind the game is well thought out and makes the players want to play.	The story behind the game makes sense, but could be more complete or interesting.	The story behind the game is unclear.
Rules of Game	The rules are clearly stated for the player, and assist in game play.	The rules provide some direction for game play, but could be better.	Rules don't always match game play.
Goals of Game	Goals are understandable and stated in the beginning of the game.	Most goals are understandable and stated in the beginning of the game.	Goals are unclear or not complete.
Game Mechanics	Sprites are used appropriately for speed, jumping, solving, blasting, exploring, walking etc.	Most of the time sprites are used appropriately for speed, jumping, solving, blasting, exploring, walking etc.	Sprites don't always make the gameplay more challenging.
Game Components	Sprites were appropriately used to build the game.	Most of the time sprites were appropriately used to build the game.	Sprites aren't used well for blocking or as enemies.
Design of Space	The space matches the story (has a good look and feel) and allows players to be challenged.	The space matches the story and usually allows players to be challenged.	The use of space was too easy or too difficult for the players.