

**Kiddie Techie Enrichment Programs  
Presents  
"The First Annual Game Making Contest"  
Scoring Rubric**

**Programming & Design**

*The integration of original media objects such as text and graphics, programming comprehension sequencing, transitions, and sound to represent and convey a cohesive game.*

**Title Page [5 pts]**

- **Title Originality, theme**
- **Graphics**

Be sure to include your name and age. Title page must have a controller object to transition to the first level.

**Graphic (sprites, etc. & Sound Quality [10 pts]**

- **Environment**
- **Consistency (w/genre)**

Health icons must be incorporated into the game. Backgrounds, attention to detail and ingenuity are all considered in this category.

**Smoothness & Performance [10 pts]**

- **Transitions**
- **Speed performance of game**

**User Experience [20 pts]**

- **Directions, objectives**
- **Game functions and actions**
- **Levels (length, HUD)**
- **Playability**

**Content**

*The genre, ideas, concepts, engagement, storyline, and characters that constitute the substance of the game.*

**Originality [15 pts]**

- **Theme**
- **Character(s)**

This year's competition must encompass the theme of Stay in the Fight, Eat Right. Taking this concept and using your creativity out of the box will score the highest points for this category.

**Storyline [20 pts]**

- **Consistency**
- **Plot, sequence, ending**
- **Appropriateness**

Each level should progress in difficulty and should maintain a certain level of consistency. The use of consistent objects and concepts will aid in scoring highly for the storyline category.

**Accuracy [10 pts]**

- **Theme and genre**
- **Consistency (w/theme)**

**Level of Engagement [10 pts]**

- **Difficulty**
- **Objective**

## **Clarifications:**

### **Title Page**

**Graphics** – You may load supplied sprites or edit your own. The detail and use of the sprites will increase your score.

**Smoothness and Performance** – Each level should have a transition to the next. The speed of the game should be set appropriate to the size. The innovation in transitions and advanced performance will allow the maximum points.

**User Experience** – Each division will be graded on how user friendly the game is, what functions they incorporate and how sophisticated the programming. The style and playability are key in this grouping. The length of the levels and increasing difficulty will increase the chances of scoring highly in this area.

**Originality** – The theme is Stay in the Fight, Eat Right. Incorporating this theme is mandatory and attention to it will score highly under originality. The way that it is incorporated will also be imperative to success. The interaction of objects and creativity are key to scoring highly here.