

# GAME DESIGN DOCUMENT (GDD) CRITERIA

Definitions		Vague: unclear or confused explanation	Minimal: Provides incomplete or irrelevant response with little evidence of consideration of dot points.	Basic: Provides a literal and/or surface level response.	Detailed: Provides a detailed response with at least one written or graphic example or reference.	Comprehensive: All dot points addressed and multiple examples and/or justifications for choices provided.	Max GDD score 70
Score		0	1	2	3	4	
<b>Planning</b>							
Organisation							
Plan for managing time, workflow, responsibilities and meeting submission guidelines	Explanation of responsibilities and submission guidelines	none/vague	one or two activities	three or more (but not all) activities	all activities		
	Explanations of workflow	none/vague	minimal	basic	detailed	comprehensive	
	Dates/times provided for significant activities on timeline	none/vague	minimal	basic	detailed	comprehensive	
Inspiration and points of originality							
Describes inspiration for game	Explanation of inspiration and points of originality	none/vague	minimal	basic	detailed	comprehensive	
Technical requirements							
Justification of technical requirement including choice of platform, development environment and system requirements. Outlines plan for learning new skills to fulfill technical requirements.	Explanation of development environment and system requirements	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of resourcing/capability	none/vague	minimal	basic	detailed	comprehensive	
<b>Designing</b>							
Game Overview							
Description of the game including justification of game title, characters and game environments.	Game title and explanation of game title choice	none/vague	minimal/basic	detailed/comprehensive			
	Game description	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of environment	none/vague	minimal	basic	detailed	comprehensive	
Consideration of theme							
Links to this year's theme.	Explanation of this year's theme	none/incorrect	theme provided				
	Explanation of theme link to game	none/vague	minimal	basic	detailed	comprehensive	
Gameplay/Mechanics							
Discussion of the goals and objectives of the game including player perspective and controls. Discussion of inspiration for game development and points of originality.	Explanation of objectives/goals	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of perspective	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of controls and instructions/tutorials	none/vague	minimal	basic	detailed	comprehensive	
Visual and Audio Design							
Link between visual and audio design and how they connect with the theme including production process.	Explanation of style	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of process	none/vague	minimal	basic	detailed	comprehensive	
Reflecting							
Testing and fixing							
Discussion of testing and fixing game.	Explanation of testing	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of fixing	none/vague	minimal	basic	detailed	comprehensive	
	Explanation of project execution	none/vague	minimal	basic	detailed	comprehensive	

# GAME JUDGING CRITERIA

Definitions	Vague: unclear or confused explanation	Minimal: Provides incomplete or irrelevant response with little evidence of consideration of dot points.	Basic: Provides a literal and/or surface level response.	Detailed: Provides a detailed response with at least one written or graphic example or reference.	Comprehensive: All dot points addressed and multiple examples and/ or justifications for choices provided.	Max GDD score 70
Score	4	6	8	10	12	
<b>Functionality</b>						
Completion, playability and testing	The game has significant glitches, it crashes, it cannot run, or it has not been compiled correctly.	The game has glitches, frequently crashes, or has similar technical problems which make it difficult to experience without intrusive bugs. OR the game is incomplete and impacts playability.	The game has some glitches, may crash and/or has a number of bugs which still need to be fixed, but it is largely stable. The game may be unfinished but does not impact playability.	The game has been tested. It still has some minor glitches and bugs, but these are rare, and do not impact negatively on the game's performance. The game may have room for further improvement.	The game has been successfully tested and is currently glitch and bug free. The game is complete, or is complete enough to play and has room for future development.	
<b>Visual and audio design</b>						
How do the visual and audio elements impact user experience	The game includes only platform assets in its visual design. Audio elements are missing or from platform assets only.	The game has the beginnings of a consistent visual design, but it is incomplete. May have some original work. May or may not have original or platform audio elements.	The game uses some original visual design throughout which is appealing and related to the theme. Audio elements are included which may or may not be original.	The game uses a consistent visual design throughout which is appealing. Main characters, key backgrounds and character tools are original (not from assets). Audio elements are original.	The game's visual design is original, consistent, and demonstrates a thorough understanding of graphic design. Audio elements are original, consistent and add to the user experience.	
<b>Gameplay</b>						
Ludology: Events, actions, rules and choices within the game	The game's goals are difficult to understand, some may not be achievable, and/or the game's overall objective is somewhat unclear.	The game's goals are reasonably clear, but there is some confusion around the purpose and method of play that the game uses.	The game's goals are mostly clear, but there are some elements of play that are confusing, unfinished, or do not easily correlate with overall game objectives.	The game's goals are mostly clear and players can work out how the game is meant to be played. Game mechanics are thoughtfully designed but may have inconsistencies across levels.	The game's goals are clear, focused, and players can easily understand how the game is meant to be played. Game mechanics are sophisticated and build in difficulty at an appropriate pace.	
<b>Technical competency</b>						
Programming, coding and design	The game's programming is problematic, affecting the design, functionality, or gameplay.	The game demonstrates a basic understanding of programming with examples of successful simple coding. Flaws in programming do not prevent the game play.	The game demonstrates examples of successful programming and evidence of some more advanced coding. There may be flaws in coding and design.	The game's programming is thoughtful and mostly well executed. There may be a number of minor technical issues present in the finished version.	The game's programming demonstrates sophisticated technical understanding in coding, scripting, or programming. There are no glitches, and the game's technical design is elegant and functional.	
<b>Engagement</b>						
Is it fun to play? Is there enough to do to keep you interested?	The game is hard to engage with as it has more than one flaw, including: confusing controls/gameplay/story, overly simplistic, far too easy or difficult for the target age group, overly repetitive, lack of rewards for progression.	Parts of this game are engaging, but the game has flaws that impacted its playability, such as: confusing controls/gameplay/story, overly simplistic, far too easy or difficult for the target age group, overly repetitive, lack of rewards for progression.	The game has engaging and fun elements. There is enough going on to make me want to continue playing through the levels/challenges/story to the end.	The game is engaging and fun. It is enjoyable to play and has a balanced level of difficulty for target age group and would be fun to play multiple times.	This game is addictive. It is very fun to play with an entertaining story and enticing level of difficulty for the target age group. The team should consider developing this game further.	
<b>Representation of theme</b>						
Can the theme be identified in the game	The game does not represent this year's theme.	The theme is hard to identify and/ or the finished game has limited relevance to the theme.	The theme is identifiable in the game in a very basic, superficial or literal manner.	The theme is identifiable and has been creatively incorporated into the game. The theme inclusion is relevant and may have room for minor improvements.		

