

Game Design Document (GDD) criteria		Definitions	Missing	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 points addressed with multiple examples and/or justifications for choices provided	Year 3–6
		Score	0	1	2	3	Max score 22
<b>Game name</b>	• Game name • Team roles						
<b>Game overview</b>	• What is your game about? • What is this year's theme? • How does the name of your game tell people what the game will be about?						
<b>Game details</b>	• What are the goals or objectives of your game? • What does the player do in the game?						
<b>Instructions</b>	• How do you play your game? • How can the player move? • How does the player finish the game/level?						
<b>Characters/ Important elements</b>	• Are there things to look out for or collect? • Pictures of characters and important objects						
<b>Audio elements</b>	• What are the important sounds in your game? • How did you make your sounds and/or music?						
<b>Testing</b>	• Does your game work? • How many people tested your game? • Screenshots or examples of your tester's feedback						
<b>Reflecting</b>	• What changes did you make after your game was tested? • What would you do differently next time? • What are you most proud of?						

Game judging criteria		Star rating	★	★★	★★★	★★★★	★★★★★	Year 3–6
		Score	2	4	6	8	10	Max score 70
<b>Functionality</b>	Completion, playability and testing							
<b>Visual design</b>	How does the visual design impact user experience							
<b>Audio elements</b>	How do the audio elements impact user experience							
<b>Gameplay (Ludology)</b>	Events, actions, rules and choices within the game							
<b>Technical competency</b>	Programming, coding and design							
<b>Engagement</b>	Is it fun to play? Is there enough to do to keep you interested?							
<b>Representation of theme</b>	Can the theme be identified in the game							