

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 21	
Game name	• Game name • Team roles						
Game overview	• 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?						
Game details	• What are the goals or objectives of your game? • What does the player do in the game?						
Instructions	• How do you play your game? • How can the player move? • How does the player finish the game/level?						
Characters/ Important elements	• Are there things to look out for or collect? • Pictures of characters and important objects						
Audio elements	• What are the important sounds in your game? • How did you make your sounds and/or music?						
Testing	• Does your game work? • How many people tested your game? • Screenshots or examples of your tester's feedback						
Reflecting	• 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
Functionality	Completion, playability and testing							
Visual design	How does the visual design impact user experience							
Audio elements	How do the audio elements impact user experience							
Gameplay (Ludology)	Events, actions, rules and choices within the game							
Technical competency	Programming, coding and design							
Engagement	Is it fun to play? Is there enough to do to keep you interested?							
Representation of theme	Can the theme be identified in the game							