

Game Design Document (GDD) criteria		Missing	Basic	Detailed	Comprehensive	Year 3–6 Max score 30
		Not shown	Provides a literal response that may not be in a full sentence or provide an explanation	Questions are answered in full sentences with descriptions or explanations. Images may be included	Questions are answered in detail with an explanation of the teams' thinking and choices. Screenshots and images are added to responses	
Score		0	1	2	3	
Game name	<ul style="list-style-type: none"> Game name Team roles – who is in your team, and what did each person do? 					
Game overview	<ul style="list-style-type: none"> What is your game about? What is the story? How does the name of your game tell people what the game will be about? 					
Link to the theme	<ul style="list-style-type: none"> What is the theme of this year's competition? How did you link your game to this theme? 					
Game details	<ul style="list-style-type: none"> What are the goals or objectives of your game? What does the player do in the game? 					
Instructions	<ul style="list-style-type: none"> How do you play your game? What are the controls? How does the player finish the game/level? 					
Character & object interactions	<ul style="list-style-type: none"> Are there things to look out for or collect? Are there things that the player should avoid? Pictures of characters and important objects 					
Visual design	<ul style="list-style-type: none"> How did you decide to theme the art for your game? Is it all the same theme, or do the levels have different themes? How did you make your sprites/backgrounds? 					
Audio elements	<ul style="list-style-type: none"> What are the important sounds in your game? When do these sounds happen in the game? How did you make your sounds and/or music? 					
Testing	<ul style="list-style-type: none"> Does your game work? How many people outside your team tested your game? What suggestions did your testers make after playing? 					
Reflecting	<ul style="list-style-type: none"> 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		★	★★	★★★	★★★★	★★★★★	Year 3–6 Max score 70
Score		2	4	6	8	10	
Functionality	Completion, playability and testing	The game has significant bugs and there are goals that cannot be achieved. The player cannot progress past these bugs.	The game has significant bugs that make it hard to play.	The game has a few bugs, but you can play the game as intended.	The game has rare, minor bugs. It has room for further improvement.	There are currently no bugs in the game. It has all the elements of a complete game with a smooth player experience.	
Visual design	How does the visual design impact user experience?	The game only uses graphics found in the game platform.	The game includes some original game art, like sprites or backdrops, but also has some graphics found in the game platform.	All game art, including sprites and backdrops, may be original, but may not link strongly to the theme, or some elements may not fit with others.	All game art, including sprites and backdrops, is original and matches the theme.	All game art, including sprites and backdrops, is original and matches the theme. The team has considered what will look good and be accessible to their players.	
Audio elements	How do the audio elements impact user experience?	No sound effects or background music were added to the game.	Some sound effects from the game platform were added to the game.	The game has sound effects and background music, some of which may be original.	All in-game actions have a sound effect, and there is background music. The team has created original audio.	All in-game actions have a sound effect, and the background music matches the theme. All audio was created by the team.	
Gameplay (Ludology)	Events, actions, rules, and choices within the gameplay	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 may respond in unexpected ways that make it too difficult for the player.	The game's goals were mostly clear, but there are elements of gameplay that are unfinished or confusing. The game may have unnecessary elements or the difficulty does not change throughout play.	The game's goals are clear and players can work out how the game is meant to be played. Game mechanics are thoughtfully designed but the difficulty scale may be inconsistent across levels.	The game's goals are clear, focused, and players can easily understand how the game is meant to be played. The difficulty increases evenly throughout the game.	
Technical competency	Programming, coding and design	The game's source code is not visible and some of the programming doesn't work, affecting how the game looks or how it works.	The game's source code is not visible or demonstrates a basic understanding of programming with examples of successful simple coding. For example, button presses for player movement, and loops.	The game's source code is visible and demonstrates examples of successful programming and evidence of some more advanced coding. For example, variables for score and health. There may be flaws in coding and design.	The game's source code is visible and programming is thoughtful and mostly well executed. The team has used advanced programming elements, for example, a timed level, or a power-up. There may be a number of minor technical issues present in the finished version.	The game's source code is visible and demonstrates comprehensive technical understanding in coding, scripting, or programming. The team has used advanced programming elements that add engaging features to the game that tie-in well with the theme.	
Engagement	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, such as: confusing controls/ gameplay/ story, it is overly simplistic, too easy or difficult, overly repetitive, or lacks rewards for progression	Parts of this game are engaging, but the game has flaws that impacted its playability, such as: confusing controls/ gameplay/ story, it is overly simplistic, too easy or difficult, overly repetitive, or lacks 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 fun and engaging for the target audience and is the right level of difficulty for them. Players want to play more than once.	The game is fun for a wide audience and players want to play it more than once. The level of difficulty is just right, and the story was engaging.	
Representation of theme	Can the theme be identified in the game?	The game does not represent this year's theme.	The theme is mentioned but is hard to identify and/ or the finished game has limited relevance to the theme.	The theme can be identified in the game but is linked very loosely, or in a very simple way.	The theme can be identified in the game in many ways. The theme is important to the storyline or the gameplay.	The game is deeply linked with the theme, and the theme has been included in a creative way. The theme is included in all parts of the game.	