

Y	N	Deliverables
		Windows executable (32-bit or 64-bit binaries)
		Project working files – anything needed to recompile the project
		PDF Process Book
		Presentation (approx. 5 minutes long)
Y	N	Requirements
		The level uses only original textures created by DAGD students. <i>Students may legally license a publicly-available texture to create a new texture as a derivative work*</i> .
		The level uses 3 original or licensed sounds* .
		All other assets (materials, meshes, user interface, blueprints, particle systems, etc.) must be original and created by a DAGD student*. <i>DO NOT USE template assets or starter content, including game-mode and character blueprints.</i>
		The level has a beginning and an end .
		The level has at least 1 obstacle that prevents the player from finishing.
		The level has at least 1 puzzle (built in Blueprints) to circumvent the obstacle.
		The level has at least 3 different locations / areas .
		The level contains at least 12 original meshes created by DAGD students.
		The level contains at least 2 original particle systems created by DAGD students.
		The level contains at least 1 original, interactive GUI created by DAGD students.
		The level is appropriately textured with materials on every surface and mesh, and there are appropriate UVs with no visible seams .
		The level uses collision hulls & blocking volumes to prevent the player from getting stuck or falling into the void.
		*Every asset – created, licensed, or used with permission – must have attribution in the process book.
Y	N	Professional-Level Goals
		The level has high quality throughout every aspect (lighting, meshes, textures, materials, geometry, sound design, UI, gameplay, etc.).
		The level uses light and shadows for good contrast.
		The level uses colored lighting to convey different moods and color temperatures.
		The level uses decals and complex materials with normal, specular, opacity, emissive, and other maps.
		The level works with mouse, keyboard, and gamepad controllers .
		The level uses indirect control to give the player long-term and short-term goals and to prevent the player from becoming lost.
Y	N	Media-Ready Goals
		Process Book is delivered as a PDF file.
		The level is delivered with a working, stand-alone Windows executable.
		The level is delivered with a 30-second-long, 1280x720, H.264-encoded, MP4 video file at about or above 8Mbps. The video should be gameplay or a camera fly-through.

Areas for Improvement – Presentation	
	Appearance (too casual / unprofessional)
	Introduce yourself
	More rehearsal / practice
	Avoid insulting yourself / others
	Better visual aids
	Volume (too quiet)
	Avoid filler words (um / like / you know)
	Smile / eye contact
	Don't operate computer while presenting – partner with other person(s) instead
	Improve timing or amount of content (too long / too short)
	Other:
Areas for improvement – Level	
	Amount of content / details
	Aesthetics
	Lighting
	Graphic design (color / layout / typography)
	Game design / mechanics
	Audio design
	Spelling / grammar
	Bugs / glitches / issues
	Other:
Areas for improvement – Process Book	
	Amount of content / details
	Aesthetics
	Graphic design (color / layout / typography)
	Spelling / grammar
	Needs improved attribution
	Other:

Grading		
	A	All deliverables are professional quality and media-ready.
	A-	All deliverables are professional quality, but not media-ready.
	A-	Some deliverables are arguably or not quite professional quality.
	B+	All deliverables are portfolio quality and media-ready.
	B	All deliverables are portfolio quality.
	B-	Some deliverables are arguably or not quite portfolio quality.
	C+	Average quality work.
	C	Passable work. Requirements have been completed.
	C	One or more deliverables were submitted (or resubmitted) late.
	F	Not passable: requirements not completed satisfactorily.
	F	Not passable due to apparent unethical behavior (cheating, plagiarism, etc)
Grading Glossary		
Media-Ready		The submission is delivered with assets that are ready to distribute as-is. We'd like submissions that we can easily and immediately use in our DAGD Demo Reel, arcade cabinet, and other promotional materials. See "Media-Ready Goals" above for media-ready requirements.
Professional Quality		The submission is aesthetically pleasing, is well-designed, meets each of the "Professional-Level Goals" listed above, and is delivered "media-ready". The submission looks like it could be found in a professional's portfolio.
Portfolio Quality		The submission is aesthetically pleasing, well-designed, and is one that I would either like to use in DAGD promotional materials or use as an example for other students. The submission looks like it should be found in a student's portfolio.
Average Quality		The submission may have some aspects that are very good, but its quality is inconsistent or is limited to its design, content, or presentation.