

Y	N	Deliverables
		Level design document (as a PDF file)
		Asset / task list
		Schedule / Gantt chart
		Presentation (approx. 5 minutes long)
Y	N	Requirements
		Write an elevator pitch, describing the <b>themes / genre / game-play</b> of the level.
		Describe your <b>target audience</b> in terms of genre, age, and <a href="#">game pleasures (aesthetics)</a> .
		Write a <b>detailed backstory</b> (1-2 pages) of the environment. Who uses it? How? Why?
		Describe and show how your <b>puzzles / obstacles / problems</b> are designed to work.
		Show <b>reference art / research</b> (environment, architecture, objects, etc.).
		Show <b>concept art</b> (environment, architecture, objects, user interface, materials, etc.).
		Show a <b>2D, digitally illustrated map</b> .
		Include a <b>“credits”</b> section, listing your teammates, their roles, and any attribution for referenced or licensed assets.
Y	N	Professional-Level Goals
		Show a <b>3D prototype</b> of your map (UE4 or Minecraft).
		Asset list is a <b>table with columns</b> for estimated hours, est. completion date, dependencies, completion (yes/no), and delegation.
		Asset list also has a section of general <b>“tasks”</b> with estimated hours, delegation, etc.
		Asset list is <b>sorted</b> by type and <b>exhaustive</b> , containing all textures, materials, meshes, blueprints, animations, particle systems, user interface, sound effects, and more.
		Show <b>user interface</b> (HUD / pause / title menu) concept art / prototypes.
		Schedule has <b>every asset/task assigned</b> to a specific week / milestone.
		Good <b>graphic design</b> and <b>branding</b> throughout your submission and presentation.
Y	N	Media-Ready Goals
		The design document, concept art, reference art, 2D map, credits, asset list, schedule, and every other part of the submission are combined into a <b>single PDF file</b> .
Areas for Improvement – Presentation		
		Appearance (too casual / unprofessional)
		Bring printed versions of documentation
		Improve quality of printed version (color / binding)
		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 – Documentation	
	Amount of content / details
	Aesthetics / concept art
	Graphic design (color / layout / typography)
	Audio design
	Spelling / grammar
	Include more prototyping / concepting
	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.