# Final Game Rubric

Noah Glaser, University of Missouri

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|  Criteria |  Exemplary (4) |  Proficient (3) |  Developing (2) |  Emerging (1) |
| Documentation of Revisions | Clear documentation demonstrating revisions | Documentation outlines most revisions | Limited documentation of revisions | Inadequate or no documentation of revisions |
| Functionality and Playability | Fully functional with no major issues | Functional with minor issues | Partial functionality with noticeable issues | Limited functionality with significant issues |
| Cohesive Game Mechanics | Mechanics work seamlessly and are cohesive | Mechanics mostly cohesive and aligned | Some inconsistencies in mechanics | Incoherent and disjointed mechanics |
| Alignment with Learning Outcomes | Strong alignment with clear connections | Aligns with learning outcomes effectively | Partial alignment with some connections | Limited alignment with few connections |
| Educational Nature | Highly educational with engaging experiences | Educational with engaging experiences | Somewhat educational with limited engagement | Not sufficiently educational or engaging |