**Kodu final game design rubric**

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| **Game name** | **Author** |
|  | **1** | **2** | **3** | **4** | **Score** |
| **Mechanics (instructions)** | Instructions are unclear and too long. There are instructions that add complexity without adding to playability. | The instructions are not entirely clear or are incomplete.  | Instructions are relatively short, clear, and complete, but could be streamlined a bit.  | Instructions are short, clear, and complete.  |  |
| **Dynamics (gameplay)**   | Game is too complex or too easy. | Playing the game requires spending time on things not related to winning the game. | The player experiences adequate time and complexity to play or win the game. |  Playing the game is exciting and provides adequate time and complexity  |  |
| **Dynamics****(flow)**  | The problem/story or content is underdeveloped or hard to understand. | The problem/story or content could use further development. | The problem/story or content is developed and easy to understand. | The problem/story or content is well-developed and consistent throughout the game. |  |
| **Aesthetics****(tone)**   | Tone and mood do not add to gameplay. | Elements of tone and mood exist but are not consistent within the game. | Tone and mood exist but could be improved.  | Game has a defined mood and tone to encourage players to enjoy the game.  |  |
| **Aesthetics****(design)** | There seems to be little effort in the design choices. There is little consistency. | The design needs further development; graphics and characters seem to have little correlation to the game.  | The design is well done, creative, and consistent. Graphics and characters enhance the game’s meaning. | The design is polished, creative, and consistent. Graphics and characters greatly enhance the game’s meaning.  |  |