

Name _____

Game Maker Rubric

Game Information	No game information screen created.	Minimal game information screen created but does not present at start of game.	Complete game information screen created but does not present at start of game.	Game Information screen presented at start of game. The object of the game or controls are well documented.	Game Information screen presented at start of game. The object of the game and the controls are well documented.
Objects	No objects created.	Objects not appropriate -too small or too large -appearance doesn't fit with game. -sprites do not blend well with backgrounds.	Objects somewhat appropriate -two size, appearance, or sprite issues.	Objects mostly appropriate -one size, appearance, or sprite issue.	Objects all appropriate -properly sized for room. -appearance fits the game environment. -sprites blend well with backgrounds.
Control	No controls present.	Some controls are present. Some are obviously missing or not working.	All needed controls are present. Some are obviously not working.	Controls are present but do not allow needed precision.	Controls are present and allow needed precision.
Score	No scoring or rewards system.	Minimal scoring or rewards system present but not working properly.	Minimal scoring or rewards system present.	Good scoring or rewards system present but not integrated with game progression.	Good scoring or rewards system present and integrated with game progression.
Rooms	No rooms created.	Only one room in game.	Two rooms created but not all are accessible through the game.	Two rooms created and are accessible through the game.	Three or more rooms created and all are accessible through the game.
Backgrounds	No backgrounds present.	Only one room has an appropriate background.	Two rooms have an appropriate background.	Three or more rooms have an appropriate background.	All playable rooms have an interesting and appropriate background.
Sound Effects	No sound effects.	A few sound effects present but inappropriate or repetitive.	A variety of sound effects are present. Some are inappropriate or missing from obvious points in the game.	A wide variety of sound effects are present. A few are inappropriate.	A wide variety of appropriate sound effects are present.
Game Flow	Game difficulty and visuals do not change as game progresses.	Game difficulty and visuals change somewhat as game progresses but not enough to hold interest of player.	Difficulty increases as game progresses. Characters do not change in quantity, appearance, or behavior as player progresses through levels.	Difficulty increases as game progresses. Characters change somewhat in quantity, appearance, or behavior as player progresses through levels.	Difficulty increases as game progresses. Characters change in quantity, appearance, and behavior as player progresses through levels.