Cert II Video Game Marking Sheet

Video Game Studies Marking Key

Detailed notes taken during class time on all aspects covered in the Video Games Viewing Sheet	
Notes on a variety of aspects covered in the Video Games Viewing Sheet	2
Limited notes on a few aspects covered in the Video Games Viewing Sheet	
Provides superficial or no response	

Detailed notes compiled during class time on all aspects of chosen video game covered in the Video Games Task Sheet	
Notes on a variety of aspects covered in chosen video game the Video Games Task Sheet	
Limited notes on a few aspects covered in the Video Games Task Sheet	1
Provides superficial or no response	

Mood board demonstrates a clear and varied research with many visual examples – character, weapon, level background, enemies, weapons, weapon abilities, with notation	
Mood board demonstrates research with at least three of the following types – character, weapon, level background, enemies, weapons, weapon abilities, with notation	
Mood board demonstrates a limited research with at least two of the following types - character, weapon, level background, enemies, weapons, weapon abilities, with limited notation	
Provides little or no research	0

ActionScript 3 code is working	1
ActionScript 3 code does not work	

All visual aspects of the game have been replaced to provide a complete and polished "feel"	3
Most of the visual aspects have been replaced, with exception to a couple	
Limited amount of visual aspects have been replaced	
No visual aspects have been replaced	

File management is clear and organised	
File management needs a little work	1
File management is non-existent and/or messy	

Total	8 out of 15
	53.00%

Teacher Comment

Your game was well-designed, although, it would have been nice to see some design research informing your design choices. Your notes were a little more comprehensive that those of other students, well done. File management needs work.