

**Prototype Cover Sheet: <STUDENT NAME>**

<b>FORMAL REQUIREMENTS</b>	PROTOTYPE 1	PROTOTYPE 2	PROTOTYPE 3	PROTOTYPE 4	PROTOTYPE 5
<b>Serious Game</b>					
<b>Platformer</b>					
<b>Atmospheric Game</b>					
<b>Text-Based Game</b>					
<b>Simulator</b>					
<b>GRADE</b>	0	0	0	0	0
<b>TOTAL PROTOTYPE POINTS</b>	0		<b>PROTOTYPE COURSE GRADE</b>	0%	

GAME			
ASSESSMENT CRITERIA	POINTS POSSIBLE	POINTS EARNED	COMMENTS
Prototype is turned in on time	1		
Prototype is turned in via an appropriate format	1		
Prototype is play-tested twice	2		
Designer participates in two peer play-tests	2		
Prototype meaningfully and critically responds to topical and typological prompts, and demonstrates engagement with game criticism and design principles	5		
Designer's Statement addresses game's relationship to the prompt	1		
Designer's statement addresses results of the play-test	1		
Designer's statement addresses specific design decisions as they effect meaningful play	1		
Designer's statement provides a plan for further development that takes the play-test into account	1		
TOTAL	15	0	

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