

Assignment B Rubric  
ART 489c/CMSC 493  
Due: Tuesday, Feb 24

“A plan is nothing. Planning is everything.” Dwight Eisenhower

Goals:

- 1) Have a plan for your game project
- 2) Refine your game concept
- 3) Work as a team

Task:

Make a project plan for your game project.  
Enumerate all tasks. Give time estimate for completion of all tasks.  
Give a sequence to your tasks that prevents deadlocks and wasted time

Grading:

Each team member will get a grade

-10% Sub-adequate first draft

Task Planning

5% CodeMaster(tm) is appointed

5% art Tzar is appointed

5% the plan for your game is checked in to the repository

10% the list of tasks is complete

5% the time estimates for tasks are reasonable

5% Gantt chart for tasks is reasonable

+5% Less close dependencies than the other group

Game Design

5% use cases – fast startup and power user

5% description of behaviors for all entities

5% description of transitions between game and menu

5% description of program behavior during play

5% description of transitions between levels (if any)

10% three media objects indicating the mood goals for the project

5% map of all menus

5% screenshot mockups

Personal Component

20% your participation in the plan is evident.

