



FBLA COMPUTER GAME & SIMULATION PROGRAMMING

Project Rating Sheet

(Mark one score per row AND write score in the Points Earned column. Use Tie Breaker column to add or subtract points to break ties.)

Project Usability	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
	0	○	7	○	14	○	20	○		
Storage media, uploaded folder, and shortcuts formatted properly	Media not usable		Media usable but not submitted according to event guidelines		Media usable with all necessary files needed to execute the program		Media usable with Read Me and Executable file in _root structure			
	0	○	7	○	14	○	20	○		
Instructions clear and executable launches from shortcuts without modifications	No instructions provided		Instructions provided but incomplete or incorrect		Complete and accurate instructions given		Instructions provided, but programming allows user to execute without			
	0	○	7	○	14	○	20	○		
User Interface and navigation	User interface and/or instructions not obvious		Instructions are not clear OR user interface is not defined		User interface and instructions clearly identified on title slide and are fully functional		More than one fully functional user interface is available and instructions are clear			
	0	○	7	○	14	○	20	○		
Errors did not crash the project or prevent use	Errors prevented use of program		Contains errors, but did not prevent execution of program		No errors existed					
	0	○	10	○	20	○				

Project Concept & Design

Fully address the concept and/or topic	Concept and/or topic are not followed		Concept and/or topic not fully developed		Fully addresses the concept and/or topic		User with no knowledge of the concept and/or topic can identify based on use of project			
	0	○	3	○	7	○	10	○		
Color, backgrounds, font, and sounds are appropriate for the concept/topic	No graphic design principles applied		Contrast, font, sound or design choice is distracting		Contrast, font, sound, and design choice are appropriate for the concept/topic		Contrast, font, sound, and design choice enhance the experience for the user			
	0	○	3	○	7	○	10	○		
Graphics appropriate for concept and/or topic	No graphic design principles applied		Graphics are distracting		Graphics are appropriate for the concept/topic		Graphics enhance the experience for the user			
	0	○	3	○	7	○	10	○		
Title slide functions and provides working instructions	No title slide provided		Title slide has limited instructions and/or functionality		Title slide functions and provides clear instructions		Title slide provided, but allows user to execute without instructions			
	0	○	3	○	7	○	10	○		
Code is written correctly	Code contains errors that prevent the execution		Code contains errors that did not prevent execution		Code is error free		Code is well commented to explain logic used and reason for block of code			
	0	○	7	○	14	○	20	○		

Project Evaluation

Quality of rules and accuracy of code identifying rules	Rules contain substantial errors affecting game play		Rules contain errors that have minimal impact on game play		Rules are error free as discovered through basic game play		At least one advanced rule feature available			
	0	○	7	○	14	○	20	○		
The game is challenging but can be completed	Game is overly simplistic and/or cannot be completed		Game can be completed but is simplistic		Game is challenging and can be completed		User can navigate the game with rules as defined and several outcomes are available for completion			
	0	○	7	○	14	○	20	○		
Player immersion and experience	Experience intended for the game is not defined		User can navigate the game but experience and purpose is defined		User can navigate and complete the game following the rules		Game includes an operating multi-player function			
	0	○	7	○	14	○	20	○		
Project Subtotal (200 max)										

Penalty Points

Project Guidelines not followed				-5	○	Total Penalty		-		
Grand Total										

Name(s): _____

School: _____

State: _____

Judge's Signature: _____

Date: _____



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Performance Rating Sheet

Preliminary Round Final Round

(Mark one score per row **AND** write score in the Points Earned column. Use Tie Breaker column to add or subtract points to break ties.)

Expectation Item	Not Demonstrated		Below Expectations		Meets Expectations		Exceeds Expectations		Points Earned	Tie Breaker
	0	○	1	○	3	○	5	○		
Demonstrates understanding of the event topic	No understanding of event topic OR incorrect topic used		Understanding of topic inconsistent between performance and program		Demonstrates the topic through presentation and program		Demonstrates expertise of the topic through presentation and program			
	0	○	1	○	3	○	5	○		
Describes design software selection and identifies reasons for selecting that software	No explanation of design software provided		Identifies software selected but does not identify reasons for selecting that software		Identifies software selected and identifies reasons for selecting that software		Explains software selection and demonstrates investigation of multiple software options			
	0	○	7	○	14	○	20	○		
Explains the planning process used to design the game through planning documents such as storyboards, flowcharts, etc.	No explanation or description of the planning process		Explains the process but does not share tangible planning documents		Explains the process and shares tangible planning documents		Explains process using industry terminology and displays tangible planning documents			
	0	○	5	○	10	○	15	○		
Explains program modules, structures, and commenting	No explanation of program modules, structures, or commenting		Explains at least one of the following: program modules, structures, and commenting		Explains all three of the following: program modules, structures, and commenting		Explains program modules, structures, and commenting and connects this process to how software was selected			
	0	○	3	○	7	○	10	○		
Describes user interface (input/output parameters)	No explanation of user interface provided		Explains user interface selected		Explains user interface and identifies options that were explored		Explains user interface, identifies options that were explored, and provides pros and cons for each option identified			
	0	○	3	○	7	○	10	○		
Describes the game flow, the user experience, and the end result	Game flow and user experience not explained		At least one of the following explained: game flow, user experience, and the end result		Game flow, user experience, and end result were explained		Connects game flow, user experience, and end result to software selection and user interface			
	0	○	7	○	14	○	20	○		

Delivery Skills

Statements are well-organized and clearly stated	Presenter(s) did not appear prepared		Presenter(s) were prepared, but flow was not logical		Presentation flowed in logical sequence		Presentation flowed in a logical sequence, statements were well organized			
	0	○	1	○	3	○	5	○		
Demonstrates self-confidence, poise, assertiveness, and good voice projection	Presenter(s) did not demonstrate self-confidence		Presenter(s) demonstrated self-confidence and poise		Presenter(s) demonstrated self-confidence, poise, and good voice projection		Presenter(s) demonstrated self-confidence, poise, good voice projection, and assertiveness			
	0	○	1	○	3	○	5	○		
Demonstrates the ability to effectively answer questions	Unable to answer questions		Does not completely answer questions		Completely answers questions		Interacted with the judges in the process of completely answering questions			
	0	○	3	○	7	○	10	○		
Performance Subtotal (100 max)										

Penalty Points (Mark all that apply)

Time over 7 minutes	-5	○	Dress Code not followed	-5	○	Event Guidelines not followed	-5	○	Total Penalty	-	
									Performance Total		
									Project Total (200 max)		
									Grand Total		

Name(s): _____

School: _____

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