

# Indy Game Rubric

Name: \_\_\_\_\_ Class Period: \_\_\_\_\_

In the space below, please circle the CTPs you used in your game:

Push/Pull      Polling      Generate      Absorb      Tracking/Hill Climb  
Transport      Scripting      Collision/Impact

Now, explain how you used each of the CTPs you circled above:

CTP 1: \_\_\_\_\_

How I used it in my game:

CTP 2: \_\_\_\_\_

How I used it in my game:

CTP 3: \_\_\_\_\_

How I used it in my game:

CTP 4: \_\_\_\_\_

How I used it in my game:

REVIEWER NAME: \_\_\_\_\_

Before scoring, please read through what the game creator wrote above

Graphics Yes No

Agents are highly detailed		
Some Agents have multiple Shapes		
Graphics are clear, with no distractions/confusing colors		
Overall, graphics are of a high quality		

**Gameplay** \_\_\_\_\_ Yes No

The game runs smoothly, with no glitches		
The game does not stutter or stop working		
The game is fun to play		
The game has a clear objective or way to win		
All agents seem to do what they are supposed to do		

**Lasting Appeal** \_\_\_\_\_ Yes No

I would like to play more levels of this game		
I think the game maker put a high level of effort into the game		
I would like to see more games by this game maker		
Overall, I would rate this game as HIGH in quality		

**Computational Thinking Patterns** \_\_\_\_\_ Yes No

CTP 1 Works the way it was described		
CTP 2 Works the way it was described		
CTP 3 Works the way it was described		
CTP 4 Works the way it was described		

**GAME CREATOR WRITES IN THIS SPACE**

Read through your review and look at the Total points you earned. If there is anything on the review that you believe is unfair or does not reflect the level of work you completed, please make note of it in the box below:

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