Game Design Document (GDD) criteria	Definitions	Missing	Basic Provides a literal and/or surface level response	Detailed Provides a detailed response with at least one written or graphic example or reference	Comprehensive All points addressed with multiple examples and/or justifications for choices provided	Year 7–9 Max score 42
Score		0	1	2	3	
Planning: Organisation						
Plan for managing time, workflow, responsibilities and meeting submission guidelines	Explanation of responsibilities and submission guidelines					
	Explanations of workflow					
	Dates/times provided for significant activities on timeline					
Designing: Game Overview						
Description of the game including justification of game title, characters and game environments. Discussion of inspiration for game development and points of originality.	Game title and explanation of game title choice					
	Game description					
	Explanation of inspiration					
Designing: Consideration of theme						
Links to this year's theme	Explanation of this year's theme					
	Explanation of theme link to game					
Designing: Gameplay/Mechanics						
Discussion of the goals and objectives of the game including player perspective and controls	Explanation of objectives/goals					
	Explanation of perspective					
	Explanation of controls and instructions/tutorials					
Designing: Visual and Audio Design						
Link between visual and audio design and how they connect with the theme including production process	Explanation of style					
	Explanation of process					
Reflecting: Testing and fixing						
Discussion of testing and fixing game	Explanation of testing					
	Explanation of fixing					
	Explanation of project execution					

Game judging criteria	Star rating	★	★★	★★★	★★★★	★★★★★	Year 7–9
	Score	4	6	8	10	12	Max score 70
Functionality							
Completion, playability and testing		The game has significant glitches that impact playability.	The game is difficult to experience without intrusive bugs.	The game is largely stable and bugs do not impact playability.	The game has rare minor glitches and bugs. It may have room for further improvement.	Currently glitch and bug free. The game is complete or may have room for future development.	
Visual and audio design							
How do the visual and audio elements impact user experience		Includes only platform assets in its visual design. Audio elements are missing or from platform assets only.	The game has the beginnings of a consistent visual design, but it is incomplete. May have some original work. May or may not have original or platform audio elements.	The game uses some original visual design throughout which is appealing and related to the theme. Audio elements are included which may or may not be original.	The game uses a consistent visual design throughout which is appealing. Main characters, key backgrounds and character tools are original (not from assets). Audio elements are original.	The game's visual design is original, consistent, and demonstrates a thorough understanding of graphic design. Audio elements are original, consistent and add to the user experience.	
Gameplay							
Ludology: Events, actions, rules and choices within the game		The game's goals are difficult to understand, some may not be achievable, and/or the game's overall objective is somewhat unclear.	The game's goals are reasonably clear, but there is some confusion around the purpose and method of play that the game uses.	The game's goals are mostly clear, but there are some elements of play that are confusing, unfinished, or do not easily correlate with overall game objectives.	The game's goals are mostly clear and players can work out how the game is meant to be played. Game mechanics are thoughtfully designed but may have inconsistencies across levels.	The game's goals are clear, focused, and players can easily understand how the game is meant to be played. Game mechanics are sophisticated and build in difficulty at an appropriate pace.	
Technical competency							
Programming, coding and design		The game's programming is problematic, affecting the design, functionality, or gameplay.	The game demonstrates a basic understanding of programming with examples of successful simple coding.	The game demonstrates examples of successful programming and evidence of some more advanced coding. There may be flaws in coding and design.	The game's programming is thoughtful and mostly well executed. There may be a number of minor technical issues present in the finished version.	The game's programming demonstrates sophisticated technical understanding in coding, scripting, or programming. The game's technical design is elegant and functional.	
Engagement							
Is it fun to play? Is there enough to do to keep you interested?		The game is hard to engage with as it has more than one flaw, such as: confusing controls/gameplay/ story, overly simplistic, too easy or difficult, overly repetitive or lacks rewards for progression.	Parts of this game are engaging, but the game has flaws that impacted its playability, such as: confusing controls/gameplay/ story, overly simplistic, too easy or difficult, overly repetitive or lacks rewards for progression.	The game has engaging and fun elements. There is enough going on to make me want to continue playing through the levels/ challenges/story to the end.	The game is engaging and fun. It is enjoyable to play and has a balanced level of difficulty for target age group and would be fun to play multiple times.	This game is addictive. It is very fun to play with an entertaining story and enticing level of difficulty for the target age group. The team should consider developing this game further.	
Representation of theme							
Can the theme be identified in the game		The game does not represent this year's theme.	The theme is hard to identify and/ or the finished game has limited relevance to the theme.	The theme is identifiable in the game in a very basic, superficial or literal manner.	The theme is identifiable and has been creatively incorporated into the game. The theme inclusion is relevant and may have room for minor improvements.		