



# hatch Advanced Project



Game Jam - Rubric	0	2	4	6	8	10
<b>Gameplay.</b> The game is the fun to play and engaging.	This is not a game or it is not clear how to play	This is a game but it is difficult to understand how to play	The game is playable but is not fun	The game is somewhat engaging	The game is fun and interesting	The game is amazing and super fun to play. This feels like a game that could be downloaded and played by a lot of people.
<b>Theme.</b> The game creatively uses the Hatch Theme.	There is no connection to the them	The theme is slightly present	The theme is included but only in one aspect	The theme is clearly included. Images and general concepts relate to the theme.	The theme is clearly included. Images and general concepts relate to the theme. This adds to the game and makes it more fun to play.	The theme is integrated seamlessly and adds to the game. Without the theme the game would not really make sense.
<b>Tournament ready.</b> Your game could be played in a tournament style. There is a way to determine who is the best at your game. It is a fun game to watch.	There is no way to measure skill level in your game.	Your game includes score or a timer, but it doesn't make sense or does not function.	Your game include a score or timer that works almost all the time.	Your game include a score or timer that works almost all the time. Your game has the ability to determine who is the best at the game.	Your game include a score or timer that works almost all the time. Your game has the ability to determine who is the best at the game. Your game would be fun to watch as a spectator.	Your game include a score or timer that works almost all the time. Your game has the ability to determine who is the best at the game. Your game would be fun to watch as a spectator and is good enough to be shown on a streaming channel.
<b>Completeness.</b> The game has all needed functionality to play (start screen, pause, and does not crash, etc...).	Your game is not complete and is fully unplayable.	Your game is somewhat complete. It includes the screen to play the game but nothing additional to increase user experience.	Your game is somewhat complete. It includes the screen to play the game and includes 1 of the following (start screen, pause screen, win screen, lose screen, about the game section).	Your game is mostly complete. It includes the screen to play the game and 2 of the following (start screen, pause screen, win screen, lose screen, about the game section).	Your game is mostly complete. It includes the screen to play the game and 3-4 of the following (start screen, pause screen, win screen, lose screen, about the game section).	Your game is complete. It includes the screen to play the game and all of the following (start screen, pause screen, win screen, lose screen, about the game section).
<b>Code Readability.</b> The code in your project is easy to read and is well formatted.	Your code did not make sense and the judges could not understand how your project functioned. You did not follow any of the following guidelines. Follow the JS style guidelines, variables and functions were labeled well, and your code was organised well.	Your code was not easy to read and there were several problems in your code that would make it very difficult to edit or change.	Your code was easy to read but you missed three of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was easy to read but you missed two of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was easy to read but you missed one of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.
<b>Originality.</b> Your game may involve code from other places but it is a fully original concept and your code is not copied directly from the Hatch Platform.	Your code is copied directly from the Hatch Platform.	Your code is mostly copied directly from the Hatch platform	Your code is somewhat original but variable names and sections are clearly taken from another project and are not edited to increase readability.	Your code is generally original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on.	Your code is original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on. Your concept is somewhat original.	Your code is original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on. Your concept is original and interesting.



# hatch Novice Project



Visual - Rubric	0	2	4	6	8	10
<b>Visually engaging.</b> The design chosen is interesting to look at and has multiple components. It matched with the theme.	Your design is very simple. You include only simple shapes. It does not match with the theme.	Your design is engaging. You include only simple shapes. It does not match with the theme.	Your design is engaging. You shapes, images or text in your visual. It somewhat matches with the theme.	Your design is engaging. You include some images, shapes or text. Your overall design makes sense and connects with the theme.	Your design is complex but slightly too much or too little. You include images, shapes and text. Your overall design makes sense and matches well with the theme.	Your design is complex. It is also fun and visually engaging. You include images, shapes and text. Your overall design makes sense and matches well with the theme.
<b>Moving Aspect.</b> The moving aspects of your visual work well with your visual.	Your visual does not move.	Your visual includes 1 aspect that moves, it does not make sense with the theme or design.	Your visual includes 1 aspect that moves, makes sense with the theme or design. It generally stays on the canvas.	Your visual includes 2-3 aspect that move. They make sense with the theme or design. They generally stay on the canvas.	Your visual includes multiple aspects that move while still making sense to the design of your image. You included some user interactive components to allow the user to play with your project.	Your visual includes multiple aspects that move while still making sense to the design of your image. You included multiple interactive components to allow the user to play with your project. You included difficult keywords that allow movements to occur in interesting patterns (example: map, sin, cos, tan)
<b>Colour Choice.</b> The colours selected go well together and follow colour theory. For help with this, you may want to select a palette from <a href="https://coolors.co/">https://coolors.co/</a> .	You did not add colours to your visual.	The colours in your visual were difficult to look at because they were very harsh or flashing a lot.	The colours in your visual were easy to look. They did not go well together.	The colours in your project went somewhat well together. Some colours clashed with each other.	The colours in your project went well together and you followed the idea of colour theory.	The colours in your project went well together and you followed the idea of colour theory. Your colours connected well to the theme of the Game Jam.
<b>Code Readability.</b> The code in your project is easy to read and is well formatted.	Your code did not make sense and the judges could not understand how your project functioned. You did not follow any of the following guidelines. Follow the JS style guidelines, variables and functions were labeled well, and your code was organised well.	Your code was not easy to read and there were several problems in your code that would make it very difficult to edit or change.	Your code was easy to read but you missed three of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was easy to read but you missed two of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was easy to read but you missed one of the following aspects. Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.	Your code was well indented, followed the JS style guidelines, your variables and functions were labeled well and your code was organised well. It would be easy to edit and adjust your code as a secondary coder.
<b>Originality.</b> Your game may involve code from other places but it is a fully original concept and your code is not copied directly from the Hatch Platform.	Your code is copied directly from the Hatch Platform.	Your code is mostly copied directly from the Hatch platform	Your code is somewhat original but variable names and sections are clearly taken from another project and are not edited to increase readability.	Your code is generally original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on.	Your code is original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on. Your concept is somewhat original.	Your code is original and code copied from showcases or the Hatch platform has been adapted to fit into the game you are working on. Your concept is original and interesting.