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| CATEGORY | **exceeds standards/expectation** | **meets standards/expectations** | **meets some standards/expectation** | **fails to meet standards/expectations** |
| **story representation** | Game is a complete representation of the novel and its events and characters. | Game has many aspects from the novel, but leaves out a couple of key scenes or characters. | Game has some aspects from the novel, but is missing many events and characters from the novel. | Game does not represent the story from the novel. |
| **directions** | Directions are complete. Anyone can read them and play the game with no difficulty. | directions are complete, but are missing one or two elements that could cause confusion when playing | There are directions, but they are vague in their instruction. Players would have trouble following the game. | Directions are incomplete, or absent from the game entirely, or directions are a carbon copy of template game. |
| **game design** | Game is well designed. Board and pieces are all finished and ready to play. | Game is well designed, but there are a couple of pieces missing or incomplete. | There is some design done, but the board is incomplete, or missing many of the pieces needed to play. | Game board is incomplete and there are many missing pieces. Game cannot be played as is. |
| **rationale** | Student completed rationale fully conveying the choices made in creating the game. | Student wrote a rationale, but not all game creating decisions are addressed in writing. |  | Student did not write a rationale for their game. |
| **punctuality** |  | All materials are complete and turned in on time. | All materials are complete, but turned in late. | materials are not complete, or game not turned in at all |
| **story playability** | Game is a playable version of the novel. Allows the player to learn about the novel by playing the game. |  | Game is playable, but the story is not represented. It can be difficult to learn about the novel by playing the game. | Game is confusing as a story. Seems like a series of unconnected events. Game does not help in learning about the novel. |