Project Presentation Evaluation

1. Plot: First Stage:
   (Player and environment; time and situation; beginning; inciting incident; ending)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

2. The World of the Game:
   (Maps; gamewide events; items; NPCs relating to gamewide events)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

3. Player Development:
   (Player’s main challenges and obstacles; stages of development)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

4. Plot: Second Stage:
   (Main events; NPCs; basic plot events)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

5. Plot: Specifics:
   (Specific plot events)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

6. Player Attributes and Item Proficiency:
   (Player statistics; items relating to plot; crafting)
   A mess = 0  Little Understanding = 1  Incomplete = 2  Some understanding/detail = 3  Thorough = 4

7. Equitable Work Load Rank:
   Did Nothing (= 0 points for project)  0  1  2  3  4  5  6

Points Taken: Over/Under Time Limit (30 to 45 minutes)