

# Game Agent C: Scoring Rubric 2025.2.7c1 TEAM #: \_\_\_\_\_ Name: \_\_\_\_\_

(Note: all tasks listed under each section are worth a maximum of 1 point unless otherwise stated)

## Splash Screen Section

1. Opening Splash Screen ( / 11)
  - a. All 5 buttons present (help, docs, human, agent, quit ... max 5 points)
  - b. All 5 buttons operate to move to other splash screens (max 5 points)
  - c. Interesting graphics
2. Help Screen ( / 9)
  - a. Explains how to move among screens
  - b. Summarizes goals of game
  - c. Summarizes how to play the game for each player type ( (max 3 points)
  - d. Summarizes expected results from each player type ( (max 3 points)
  - e. Interesting graphics
3. Documentation Screen(s) ( / 30)
  - a. Describes Game, and how it applies to the theme in the Event Description ( / 2)
  - b. Cite the language and libraries used (2 points max)
  - c. Outlines development process in designing, building and testing the game for the human player (max 6 points)
  - d. Describes Agent, citing the language and libraries used (4 points max)
  - e. Outlines development process in designing, building, rewarding, exploration-vs-exploitation, episodes, and testing the Agent (max 12 points)
4. Human Player Screen ( / 3)
  - a. Buttons to play the game and to return to the main screen operate
  - b. Explains how to move around in the game
  - c. Interesting graphics
5. Agent Training Screen ( / 15)
  - a. Buttons to train the Agent and to return to the main screen operate
  - b. Explains options for training, including DQN hyperparameter options ( / 14)
6. Agent Player Screen ( / 5)
  - a. Buttons for the Agent to play the game and to return to the main screen operate
  - b. Button to show the Agent in training mode operates
  - c. Button to show episodes training graph operates
  - d. Explains how to move around in the game
  - e. Interesting graphics
7. Human Player Results Screen ( / 3)
  - a. Buttons to replay the game and to return to the main screen operate
  - b. Results posted
  - c. Interesting graphics
8. Agent Results Screen ( / 3)
  - a. Buttons to replay the game and to return to the main screen operate
  - b. Results posted
  - c. Interesting graphics
9. **TOTAL Splash Screen raw score: ( / 79) normalized to 10 points = / 10**

## Human Player Section

1. Game Mechanics
  - a. User controlled sprite, movement complexity and orientation ( / 5)
  - b. Autonomous sprites, movement complexity and orientation ( / 5)
  - c. Collision management: sprites ( / 5)
  - d. Collision management: environment ( / 5)
  - e. Scorekeeping in game ( / 5)

2. Game Code
  - a. Coding commented ( /5)
  - b. Main sections explained ( /5)
  - c. Elements are names/titled ( /5)
  - d. Elements are grouped, organized and efficient, functions used ( /12)
3. Game Play
  - a. Graphics: quality/complexity of HP sprite ( /5)
  - b. Graphics: quality/complexity of autonomous sprites ( /5)
  - c. Graphics: quality/complexity of backgrounds ( /5)
  - d. Graphics: quality/complexity of level transitions ( /5)
  - e. Sound: appropriate, complexity, quality ( /5)
  - f. Play Balance: levels, difficulty, speed, movement ( /5)
  - g. Overall Impression, fun and original ( /12)
4. **TOTAL Human Player Game raw score: ( /94) normalized to 10 points = / 10**

### Agent Section

1. Agent Mechanics
  - a. Agent controlled sprite, movement complexity and orientation ( /5)
  - b. Collision management etc,same as HP Game ( /10)
  - c. Scorekeeping in game includes episodes trained ( /5)
2. Agent Code, beyond HP code
  - a. Coding commented ( /5)
  - b. Main sections explained ( /5)
  - c. Elements are names/titled ( /5)
  - d. Elements are grouped, organized and efficient ( /5)
3. Agent Play
  - a. Graphics, sound etc same as HP Game ( /10)
  - b. Ability of Agent compared to HP ( /5)
4. Agent Training
  - a. Episodes able to be extended at competition ( /10)
  - b. Explains DQN model as used ( /15)
  - c. Model clearly described in code ( /10)
  - d. Coding commented ( /10)
  - e. Training model graphics and sound same as in HP ( /10)
5. **TOTAL Agent raw score: ( /110) normalized to 40 points = / 40**

### AI Tutor Section

6. AI use
  - a. Describes AI tools used to learn RML ( /5)
  - b. Describes AI tools used to design and build Game ( /5)
  - c. Describes AI tools used to design and build Agent ( /5)
  - d. Gives an example of each ( /5)
7. AI personal tutor
  - a. Has a personal tutor on locally on laptop and useable onsite ( /2)
  - b. Can describe some personal tutor parameters ( /1)
  - c. Personal tutor successfully accessed and responds accurately ( /2)
8. Zenva Dev Assistant addon tutor use
  - a. Zenva addon available for use in the Godot IDE ( /1)
  - b. Describes Zenva tools used to build Game and Agent ( /2)
  - c. Gives an example of Zenva use ( /2)
9. **TOTAL AI Tutor raw score: ( /30) normalized to 10 points = / 10**

**Total Score = SS + HP + GA + AI + TT = \_ + \_\_\_ + \_\_\_ + \_\_\_ + \_\_\_ = \_\_\_**