**English 205**

**Best**

**Unit 3: >EXAMINE SELF**

For our third unit, we’ll be writing a game with Inform. You’re asked to meet four specific technical requirements:

* There should be at least five rooms.
* There should be at least twenty implemented objects (which can include scenery and backdrops).
* The story should have at least three “puzzles” that the player is required to solve in order to progress in the game. These puzzles should be implemented by rules. They can be as simple as pulling a lever to open up a new room, or more complicated, such as sitting in seventh-period geometry class, trying to build a bow and arrow out of a ruler, a rubber band, and a pencil.
* The story should have at least two possible endings. (A simple example would be a successful / winning end and an unsuccessful / losing end.)

As ever, the story should also be well-written, as defined by the various craft elements of interactive fiction (plot, agency, characters, etc.) we’ve discuss in class. Also as ever, the story should go beyond “mere” entertainment and attempt to establish some sort of theme for the player.

We will workshop a draft of your story in class. We will discuss possible methods for sharing your story with others.

The final draft will be due on **Monday, November 28th.** Unit 3 is worth 20% of your final grade. Grading standards are on the next page.

**English 205 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Best**

**Inform Grading Rubric**

Your Inform story will be graded according to the following rubric.

**Quality of Writing.** The story is well written and effectively uses the writing concepts (e.g., imagery, plot, character development) discussed in class.

20 18 16 14 12 10 8 6 4 2 0

**Quality of Interaction.** The story gives the player-character agency. Many things can be EXAMINED with appropriate responses. The world is rich and gives clues about what should happen to move the story forward. A variety of synonyms allows players some freedom in typing commands rather than having to guess a particular word needed.

30 27 24 21 18 15 12 9 6 3 0

**Effectiveness of Presentation.** The story works smoothly and attractively. There are no errors—in the code as well as the writing (e.g., spelling, grammar, etc.). Rules work as they should. (I will try illogical commands just to see what happens.) The story meets the requirements as set forth in the assignment.

20 18 16 14 12 10 8 6 4 2 0

**Low frustration.** An admittedly subjective measure of how logical or obtuse the game seems to be. Low frustration doesn’t necessarily mean low difficulty or complexity, but it does mean that the game’s progression of events and interactions with objects are logical (even if unexpected).

10 9 8 7 6 5 4 3 2 1 0

**Meaning and Overall Effectiveness.** The story has some goal / message beyond “mere” entertainment. It makes us see the world in a new way. It offers some commentary on human experiences. It can definitively answer yes to “Does the idea work?”

20 18 16 14 12 10 8 6 4 2 0

**Total: \_\_\_\_\_\_ / 100**