

	3	2	1	0	Points	Comments
<p>Problem definition What issue is the team trying to solve and how do they go to achieve it?</p>	The team has a crisp and clear definition of the problem they're trying to solve and a clear goal on how to solve it	The team has a crisp and clear definition of the problem they're trying to solve, but their solution isn't well aligned or fit to solve the problem	The team seems to have an understanding of the problem they're trying to solve but they're failing to articulate how they solve it	The problem is not well defined. It's too vague or general		
<p>Relevance How well does the software satisfies students and teacher's needs?</p>	Great educational value for its target level. Teachers may be able to use on a school system	Great educational value for its target level. Software is good for individual use, but not for the school system	The project could not be well targeted. Educational value may be limited due to this	Project has little to no educational value		
<p>Functionality Did the demo work? How well did it perform?</p>	Does most of the features the devs set out to do. Most or all the features help achieve its educational purpose	Project satisfies a core set of features necessary to achieve its educational purpose	The features that were developed reflect a lack of focus. The project may not achieve its educational purpose	There was no demo or the project doesn't have use in education		
<p>Viability It's reasonable to further develop the project within a 6 month timeframe?</p>	Project is viable, judges and devs coincide on timeframe	Project is viable, devs seem too optimistic about timeframe	Project may not may not be viable	Project not viable		
<p>Sustainability How hard is it for schools and other entities to run this software?</p>	It's a viable option for school staff to support the project. Teachers can easily get started	Teachers would need to better prepare in order to use and support the project.	It would be necessary for schools to train their staff to use the project	It would be necessary for schools to hire additional staff to use the project		
<p>Game mechanics (gameplay) How fun is it to play?</p>	Game mechanics are well defined, playing is addictive	Game mechanics are good or well defined, playing is fun	Game mechanics could be improved, the game has potential as an educational asset	Game is not challenging enough or mechanics are not adequate to achieve its educational purpose		
<p>Innovation How does it add value over existing solutions?</p>	The software brings and combines features in a unique and creative way, creating value	The software takes one or more old ideas and gives them a good spin, creating value	The software is similar to existing software, some value is added, such as Linux support	This software is a poor copy of existing software, with no added value		