

Peer Assessment 4 - Game Audio

Rubric Criteria

Sound selection (20%)	The sounds selected for the game match the action. Dialogue is clearly recorded. Background music is appropriate for the type of game.
Mixing (30%)	All sounds play at an appropriate level. All sound elements can be clearly heard when happening at the same time. Transitions are smooth. Sounds do not play for longer than it makes sense. Abrupt stopping of sounds is avoided.
Required elements (50%)	All seven requirements listed in the assignment have been fulfilled.