Por t al Puz z l e M ak er Rat i n gs Ru br i c

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| CATEGORY | 4  | 3  | 2  | 1  |
| Components | Your test chamber utilizes the appropriate components (that you've experienced in the game thus far... see wiki). They work well together and create a unified experience. | All components but one are appropriate for your level. Components work fairly well together with only minor redundancy. | Your puzzle has 2 or 3 components you have not experienced yet in the game or several clashing components that render others senseless or useless. | Your use of components is random, follows little to no logic, and is in no way reflective of the game as it currently stands. |
| Creativity | You put a lot of thought into making the puzzle interesting and fun to navigate, adding little touches, such as panels, grating / glass, light strips & observation rooms. The chamber is well lit (darkness is not a component in Portal 2). | You have put some thought into making the puzzle interesting and fun to play by using a few visual touches. Puzzle is lit well enough to see what one doing. | In your attempt to make the puzzle interesting and fun, some of the things made it harder to understand what was happening. Puzzle was not clearly lit. Important elements were obscured. | Little thought was put into making the game attractive or even clear. Test chamber was dark or darkness was used to mislead / harm the player. |
| Balance / Flow | The puzzle was perfectly matched to the current level of play. It was difficult enough to challenge someone at this level but consistently solvable. | The puzzle was challenging but solvable. Creator has solved at least twice in a row. | The puzzle was perhaps a bit too easy for a player of the current level. It\'s clearly solvable, but maybe a bit too clearly. // OR // The puzzle is entirely too frustrating or not able to be consistently solved. | The puzzle is not solvable at all and only exists to frustrate or trick players. |