Computer Game and Simulation Programming 2019

Prejudged Submission - Rubric Fulfillment Document

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Criteria	Criteria Addressed
Storage media, uploaded folder, and shortcuts formatted properly (20 points)	All necessary media was submitted in the desired format with Read Me and Executable files neatly organized into certain clear subfolders.
Instructions clear and executable launches from shortcuts without modifications(20 points)	Detailed instructions are given in the Statement of Assurance, clearly guiding the user from the initial download to the start of the game
User Interface and navigation (20 points)	User Interface is extremely simple to use and understand, game given instructions clear up the little confusions that are present. The game was programmed to ensure that the user knows exactly what to do, and if there is the slightest confusion with what buttons to click or keys to press, there are instructions on hand to assist the user. For example, if the user does not know how to play a game, there is either a button readily available to instruct or instructions are automatically displayed.
Errors did not crash the project or prevent use	There is no possibility of the game crashing on the user, as there are no errors in the programming.
Fully address the concept and/or topic (10 points)	The prompt was to create a game designed to test a user's knowledge of FBLA. Since games are generally fun, but tests are not, we combined both to make the testing experience fun and enjoyable, while still maintaining both the features of a game and a test.
Color, backgrounds, font, and sounds are appropriate for the	Every single color choice we made was determined by our numerous game testers who advised us on what colors and decorations fit the program and are visually appealing. As for sound, both coders and game testers decided that music in a testing environment, no matter how fun, would distract the user.

concept/topic(10 points)	
Graphics appropriate for concept and/or topic(10 points)	Before even starting coding, we asked many people in the target market of this program what kind of design they would prefer for a program like this. By far, our most common response was to make a very simplistic design with simple yet elegant graphics to supplement the simple design.
Title slide functions and provides working instructions (10 points)	A title slide is provided in the beginning of the game, with instruction slides telling the user how the program is to be used soon after the title slide. Instructions and rules for each minigame are also provided. However, the game is also very intuitive due to our time spent testing the game with other people, so that the user is allowed to execute the game without reading instructions and still grasp what the main goals are.
Code is written correctly (20 points)	Not only is our code well documented through comments, but we used a java unique feature called javadocs. Javadocs are specially generated websites that can explain your code in a certain way that is common to all java programs, assuming the code has been documented correctly to ensure that each block of code is thoroughly explained and all logic is explained.
Quality of rules and accuracy of code identifying rules(20 points)	Our rules are error free, and very simplistic, as the minigames themselves are not very complicated, allowing the user to quickly discover how to play each game.
The game is challenging but can be completed (20 points)	Since one player may find a game easy and another user may find the same game hard, we made sure our program could be used by all users. We did this by implementing a difficulty level that the user could choose themselves. This way, the user could choose any one of these difficulties, leaving many possible outcomes available for completion: easy, normal, hard, or impossible.
Player immersion and experience (20 points)	We made sure the user experience was very rewarding throughout the entire gameplay. For example, every single step of progress that the user made was visible in parts of the program, as progress bars were present in every conference and main screen, to motivate the user and improve the overall user experience. We considered a multiplayer option in our game, but in the end we decided against this as our program would lean towards a game too much, as tests are typically not multiplayer.