# COMP 476 Advanced Game Development
# Project Documentation Evaluation

**Project Number:** _____ **Project Title:** _____

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|---|---|
| **Project Design and Implementation Description** **(/8)**<br>Title Page, Executive Summary, Overview, Game Characters, User Interface Storyboards, Technology Plan, Software Architecture, Controls, Level Design, Mechanics Analysis, Artificial Intelligence — Give details on each of the following: Individual Movement AI for NPCs; Path-Finding for NPCs; Decision-Making for NPCs; Strategic AI for NPCs; and Animation for Non-Player Characters (NPCs), Physics, Results — be sure to include screenshots or a video of the gameplay.<br>More details on course web page.<br>Quality of the grammar and the organization/completeness of the report will also be considered. | |
| **User Manual** **(/1)**<br>Explain in sufficient detail how would a user compile (what unusual libraries or packages are needed, where did you get them, and how do you link them in?), run, and interact with your project? (1/1: can run your program with little effort and interaction is intuitive; 0.5/1: can compile and run your program after some effort and/or interaction is confusing; 0/1: can't compile/run your program). Suggestion: include in your zip file any extra library files needed for it to run. | |
| **Project Code** **(/1)**<br>The design, organization and clarity of your programming. (1/1: effort to use object-oriented programming paradigms, program is easily modified/extended; 0.5/1: program broken up into logical pieces; 0/1 all code in one/two big file(s)) | |
| **Total** **(/10)** | |

**Comments:**