

COMP 476 Advanced Game Development Project Demonstration Evaluation

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

Character AI Elements (/10) The Human Player; (Simple) Movement Animation for NPCs and Player; Individual AI for NPCs; Path-Finding for NPCs; Decision-Making for NPCs; Strategic AI for NPCs, either Team AI or Cooperative AI. Essentially, how engaging is the behaviour shown in the game? The project need not excel in all of these areas, but we will look for evidence of effort in some of them.	
Physics (/4) Collision Detection and Collision Resolution; A non-trivial environment (to test collision handling and path-finding).	
Interesting/Advanced Features (/4) Innovative features added. I.e., Using Coordinated Movement of NPCs; Using advanced Decision Making techniques such as Fuzzy Logic, etc., for NPCs; Using Waypoint Tactics for NPCs; Running your project on the Xbox.	
Game Design (/1) Simple Game Design with a Goal for Player.	
Aesthetics (/2) How attractive is the general environment of the characters.	
User Interface (/1) User controls and their ease of use.	
Project Demo (/3) How well was the demo presented: organization; content (explanation of features, references to outside sources, difficulties encountered, lessons learned); delivery (clarity/pace); responses to questions	
Total (/25)	

Comments: