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| **Marking Criteria** | **Describe how your game matches the criteria (Description of each item is limited to 50 words)** |
| **Game title, game genre and story (5%)** | |
| Game title and game genre: | Durham CS trip view, 2D RPG game. |
| Game story and how the game genre choice matches with your game story: | The story of the game involves the player visiting Durham's MCS building and Library as a new computer science student in Durham. 2D is because the scene is better modeling and I prefer pixel art. RPGS allow the player to interact and get to know the NPCS and make a good presentation. |
| **Core development and implementation (15%)** | |
| Game scene (visual representation [2D, 2.5D or 3D], internal data structure): | 2D |
| Game flow and how it is designed (e.g., scene navigation, level design): | There are 4 scenes and there are signs in game to point out which character can move. The scene has edges to limit the player's movement. |
| Game object (e.g., use of sprite, 3D objects, simple object movement and animation): | 2D object, Camera, Player, NPC, Player movement and move animations and so on. |
| **Game mechanics with machinations diagrams (30%)** | |
| Main game rules / logics to control game progression, difficulty and end game conditions: | . |
| Control and growth of game object abilities: | None |
| **Good use of game engine (12%)** | |
| Justification of the choice of game engine (pyGame, Unity [with version number]) in terms of game theme matching and expected target audience (game player): | Unity[2020.3.21f1] Unity is very convenient for making 2D RPG games. Target audience is the people who like to play 2D RPG game and interesting about Durham Computer Science Department. |
| User input supported (keyboard, mouse, joystick, etc.): | Keyboard, mouse. |
| Game object interaction supported (e.g., event triggering, collision detection): | Box Collider 2d, Rigidbody 2D, Circle Collider 2D, Tilemap Collider 2D. |
| Extra game engine features used (e.g., asset, incorporation of external libraries): | Asset: Udemy RPG Assets, CP\_V1.1.0\_nyknck, Cute RPG – Sprites, gfx by ArMM1998, Modern tiles\_Free, Modern\_Office\_Revamped. |
| **Good use of multimedia technologies (30%)** | |
| Effective use of multimedia technologies to improve and widen user experience in term of what they see, hear and interact: | The in-game camera locks onto the player and gets to the right height, forgetting that it's easy to see what the game scene looks like. Switching between scenes has a short fade that makes the game feel more comfortable. There are different background music between scenes. |
| Advanced object interaction and behaviour (e.g., game physics, object tracking, steering behaviour): | Using Script Player Contorller to control Player steering behaviour. |

**\*Note:** Your work must be done by yourself and comply with the university rules about plagiarism and collusion. (https://www.dur.ac.uk/learningandteaching.handbook/6/2/4/)