Comp 441: Project 1Grading Rubric

Project: Red Space

Group Members: Mayberry, Caelan Sybrandt, Justin

Total Points: 100/100

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|  | Points Percentage | Comments |
| Graphics, graphic FX:  2 textures (min)  Texture appearance  Background color | 15% | We have lots of textures. Background color is intentionally black to fit the space theme. |
| Sound FX  2 sound fx (min)  Sounds appropriate to game | 15% | We have 5 sound effects for launches, explosions, and asteroid crashes. We also have original background music. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% | Novel Elements: Orbit, missiles, asteroids,  Unique: The bars on the side of the screen show the player ammunition count. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | It’s polished and runs at a high frame rate. |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 15% | Simple learning curve, Player 1 uses WASD, Player 2 uses Left, Right, Up, Down. The UI clearly shows which is each player’s health via color association is. |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 40% | Simple fun, we’ve been given complements on it and people enjoy playing it. |