Comp 441: Project 3Grading Rubric

Project Name: Soot & Sickle

Group Members: Justin Sybrandt & Caelan Mayberry

Total Points: 98/100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15% | 15%  Pros:  Jumble did the background again, it is exceptional as always. We did a lot of work finding sound effects that can be played over and over again on a huge scale. We think it turned out well.  Cons:  The balance is a bit off when the map is mostly covered in turrets. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% | 15%  Pros:  As far as UI goes, we chose to incorporate the mouse significantly in order to get similar feel to RTS games. This led to our buttons, and our main menu being mouse powered. We barrowed a lot from both the RTS world and the Tower Defense world and we feel like we blended the two well. For one the power field system we took from Starcraft hasn’t been used in any tower defense we are aware of. Similarly we require the user to build an economy of both humans and materials in a tower defense game, which not many do.  Cons:  Because we are relying heavily on the mouse, we are forced to play our game in a 1280x800 window or else the scaling will mess us up. We feel this made our game harder to distribute because we required such a specific window size. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | PASS  Pros:  We took a lot of care to build our spawning system and our button system to expand to new demands. A great example of this is our current gui graphics started as only five buttons. As we went further in the game we realized that we wanted more buildings, and we wanted buttons that were not buildings. Adding these took no longer than the time required to draw the button image and adding a value to the button Enum.  Cons:  We have some very expensive operations that need to run when the user clicks. Often we need to loop every possible building (many different arrays) to determine what they actually meant to click on. We can handle this because the user is not going to be clicking anywhere near every frame, but it is a place we would have liked to look at. |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10% | 8%  Pros:  We follow every convention we can think of in regards to RTS games, and the players who tested our game who also has an RTS background picked up very quickly.  Cons:  Players who were not versed in RTS games struggled significantly more in the early part of the game, and often only picked up a good strategy on their second playthrough. The population mechanic also can throw a wrench in a player’s strategy when they learn their new building cannot be staffed at the moment. There is not a super obvious way to move people (we tried to accommodate for this with the “disable” button). |
| Quality (~~simple~~, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 50% | 50%  Pro:  We wanted to make an RTS and we honestly feel like we made one. We are proud that although we took a lot of inspiration from games in the same niche like Revenge of the Titans and Harvest Massive Encounter, that we made a truly unique game. We also really enjoy that we made a game that we don’t exactly find easy. We both have had games that were punishing because we mismanaged our colonies. We feel this balance between economy and damage output is key in our genre, and a lot of fun comes from learning to find that balance.  Cons:  We can’t say this game is “Simple” and we understand that we are not building a game that everyone will enjoy the way we do. We also recognize that we could have done a lot more to help the non-RTS crowd. There are a lot of indicators that we would have liked to include that we could not find a good way to include in the final product. For example, notifying the player that their mouse is not over a valid location for their currently selected building. This was not added because we worried that the collision checks required would be prohibitively expensive. We would also liked to have included a mini map, which for similar performance and time constraints was not included. Still, within the restraints of a couple of weeks we feel like we did the best we could to meet in the middle. |
| Report  Description of tradeoffs and design rationale | 10% | 10% This report 10/10 |