**Game Development Project: Feature form for Project 2 grading**

Edit only text boxes which have white background.

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| **Name of my game** | **Neonrecoil** |
| **My name** | **Jaakko Lipponen** |

**Mandatory features**

Mark down ‘YES’ If your game has this feature, and calculate the total points to the last row.

At least 1 point from each group required. Each feature 1 point each, unless otherwise mentioned.

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| **GROUP 1: Levels** |  |
| At least 2 playable levels or modes which are different from each other. | **YES** |
| Several (more than 3) levels or modes which are different from each other **Counts as 2 points.** |  |
| Random elements to make each game session different. |  |
| **GROUP 2: Player character** |  |
| The player character and its actions are animated. | **YES** |
| The player character and its animations are self-made. **Counts as 2 points.** | **YES** |
| The player character responds to environment in some way. |  |
| **GROUP 3: Enemy characters** |  |
| The enemy characters or other objects are animated (death animations etc). | **YES** |
| Majority of enemy characters and their animations are self-made (less than 20% bought allowed). **Counts as 3 points.** | **YES** |
| The enemy characters or other objects are responsive to player actions (doors, chests open etc.) |  |
| **GROUP 4: Sound** |  |
| The game has sound effects for most activities. | **YES** |
| The game has sound effects and music. | **YES** |
| The sound effects and music are self-made. **Counts as 2 points.** |  |
| **GROUP 5: UI and controls** |  |
| The game has UI which showed info (points, lives etc.) | **YES** |
| The game has a main menu. | **YES** |
| The game has main menu with a “quit” button. | **YES** |
| The game has customizable controls. |  |
| **GROUP 6: Measuring progression** |  |
| The game has high score. | **YES** |
| The game has a story, or other “between levels”-show or map. |  |

**Additional features**

Each feature 1 point each unless otherwise mentioned.

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| The game has multiplayer online score. |  |
| The game has load/save -feature. |  |
| The game has a cloud load/save -feature. |  |
| The game has items and/or powerups |  |
| The player character has upgrades or powers which could vary between game sessions. |  |
| The game has in general visual elements which are appropriate for the game (no placeholders, correct size, place, follows theme) |  |
| All of the game art was self-made for this game (no generic objects or tutorial project items, less than 20% allowed) **Counts as 3 points.** | **YES** |
| The game has multiplayer mode on the same computer (splitscreen or anything) |  |
| The game has multiplayer mode over network. **Counts as 2 points.** |  |
| The game was full 3D game with controllable camera. |  |
| The game was 3D game in a 2D environment. |  |
| The game has intro segment or intro animation. |  |
| The game has end sequence, end credits, or other completion/winning animation sequence. |  |
| The game has minigames, or game activities require playing separate minigames. |  |
| There is some form of economy system in the game (player can collect stuff and buy stuff). **Counts as 2 points.** |  |

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| **Total number of points from the features in the game:** |  |

**Part 2: Your views: Grade with number from 0 to 10 (10 being the best)**

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| How close to the original idea the implementation got? | **5** |
| How ambitious was the original plan? | **8** |
| How well did your selection of tools work in practice? | **10** |
| How would you rate your advertisement against generic game advertisements you sometimes see in social media? | **5** |
| How finalized or complete as a product demo you think this game was? | **7** |

**Part 3: Open comments**

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| Write in the box below your reasonings for the given Part 2 grades. |
| -Original idea was a bit too ambitious for my current time limits to work on this game.  -Ad is a bit rushed due to the deadline coming up.  -I didn’t have time to implement most of the features I envisioned for this project, but this should work as an initial MVP demo v0.1. |
| Write in the text below your other comments concerning this game or this project, if you have any. |
| -All graphics animations, and effects are my work, generated with AI, then further refined by me in image editing tools like MS paint and gimp.  -Sound is from opengameart.org, can be found with filenames.  -Characters are placeholders, but I did animate a colorshift to them with unity tools, which is the same process as with proper textures, I just didn’t have enough time to make them.  -ChatGPT-o3 was used as general guidance in the project and as alternative unity documentation.  -Git repo contains only the assets folder with my code and textures, contact if more is needed |