Comp 441: Project 3Grading Rubric

Project Name: Hull Defense

Group Members: Samuel Casteel & Jeremy Bost & Daniel Toney

Total Points: 100/100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15% | 15/15  Pros: WE have lot of textures, particles, and sound effects. They all work together well and have one coherent theme.  Cons: Enemy death particles seem a little out of place and the death sound is a little weak. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% | 15/15  Pros: Enemies having free reign of the board, the “stars wars ish” themes, and the menu transitions are unique.  Cons: There are already a lot of good tower defense games out there so it is hard to stand out. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | Pass  Yes, our game is smooth and we pushed it to its limits with the particles but it all still works well. |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10% | 10/10  Pros: Tower defense games are easy to pick up on because of gamers familiarity with them. The controls are explained well and are intuitive.  Cons: Some strategies cannot beat the game so the player might have to play a few times to figure it out. |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 50% | 50/50  Pros: The pathfinding algorithm works well and adds to the strategy aspect of the game. The flow from level to level feels like it has a natural increase in difficulty. Our rules are explained well in the menus but they also have a natural feel to them.  Cons: It doesn’t feel quite complete due to the lack of levels and time constraint to 3 minutes. |
| Report  Description of tradeoffs and design rationale | 10% | 10/10  We were going to add 2 new tower types and 2 new enemies types but we decided to only add 1 new one of each because we wanted to spend more time on juicing and improving other aspects such as A.I. game balance and level flow. |