Comp 441: Project 3 Grading Rubric

Project Name: Hull Defense

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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 graphics 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 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 for the type of game & time available 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 enemy 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.  We want the first level or two to be easier for a newer player, but then get more difficult with increasing numbers of enemies.  The variety of enemy types, especially the “pregnant” enemy that spawns a bunch of weak enemies upon death, tries to create a need for different types of structures – especially the AoE photon cannon.  **Cheat codes**:  Pressing ‘c’ gives a lot of money.  Pressing ‘r’ gives a lot of base health. |