Comp 441: Project 2Grading Rubric

Group Members: Eli Frye/Michael Kytka II

Total Points: 100/100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  Must have at least two textures.  Textures must look reasonable and be appropriate to the game.  Textures created or modify by you.  Must have at least two different sound fxs. | 15% | 15/15 – The game has more than two textures and are appropriate to the game (spaceships in a space game). We created the textures and we have different sound fx’s for different elements of the game. |
| Originality in game  If the game is based on an existing game, at least two novel game play elements are required.  If the game is based on an existing game, at least one unique interface or control element is required to support the item above.  Game must exhibit good flow, and levels should build on each other to create a game experience with a beginning middle, and end. | 15% | 15/15 – There are many spaceship games in existence but this particular game is original with our own implemented ideas. The ship movement is unique with the left and right arrows being the rotation and the up and down arrows being the acceleration/deceleration. The levels build on each other and the enemies get harder. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | Pass – There are no bugs that we can observe and the game play is very smooth. |
| Easy to play  A player should be able to play the game without (significant) training.  Any key combinations should be simple and appropriate to established conventions, e.g., do not remap WASD to YHNJ.  Keyboard and must should be used for appropriate functions, e.g., do not use a mouse to pick out letters from a menu when the keyboard is available. | 10% | 10/10 – This is a very easy game to pick up and play without any significant training. Key combinations are simple. |
| Quality (simple, fun, easy to understand)  The game must play with an organic feel: all the element must work together to create an entertaining experience.  The rules must be clear and simple, so that the player can concentrate on the game, not learning the rules.  The game must exhibit good design principles, such as flow.  While “fun” is hard to quantify, the game should be fun to play.  Game performance is good: frame rates are kept up, response to controls are fast, objects move on the screen as expected (without hiccups or stutters), etc.  NPC AI adds to gameplay | 50% | 50/50 – The game definitely has an organic feel and is very entertaining. The rules and point scoring are simple and the goal is clear. Frame rates are fast. The NPC’s also have AI tracking. |
| Report | 10% | 10/10 – The report write up is concise and written well. |