Comp 441: Project 3Grading Rubric

Project Name: Spaceship Control

Group Members: Michael Kytka and Eli Frye

Total Points: /100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15% | 15/15 – We have more than two textures. Both of them fit the game. The background is space themed and is also appropriate. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% | 15/15 – The game is not 100% original because there have been plenty of spaceship shooter games before. With this said, our UI elements are unique and we have unique novel elements in our game such as an EMP blast and particle effect explosions. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | As far as we can see this game is bug free and smooth. |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10% | 9/10 – It might take the user a little bit of time to get used to the controls. With this said, however, we have an instructions screen to guide the user and clear up any confusion. |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 50% | 50/50 – The game is really fun to play and it definitely has a clear goal – to score as much points as possible before destruction. |
| Report  Description of tradeoffs and design rationale | 10% | 10/10 – The report and walkthrough are comprehensive. |