

## I. PROJECT CONTENT

- Genre: 2D Platformer (Shooting or Hack and Slash)
- Additional Gameplay: Time-Based or Life-Based
- Number of Stages: 2
- Save and Load: Create a 2 checkpoint for each stage where the player may restart if they will load their save game data.
- Player Animation: Attacks, Idle, Walk, Jump, Sprint, Knockback/Hit, Death (SpriteSheet)
- Player Design: Based on the developer
- Game Menu: Design a game menu that is fit to your game.

## II. Final Project Criteria

Criteria	10-9	8-7	6-5	4-3	Score
Functionality	All parts of the game are working correctly and smoothly	Most parts of the game are working correctly and smoothly	Some parts of the game are working correctly.	Most parts of the game are not working.	10
Game Play	All game play is implemented appropriately.	Most game play are implemented.	Some game play is implemented.	Most game play are not implemented.	10
Visual Assets	All assets (Environment, Characters) are designed appropriately and visually appealing.	All core assets are designed appropriately and visually appealing	Some of the core assets are designed appropriately.	Most of the Assets are designed incorrectly.	10
Game Details	All the necessary game content (Game Play, In-Game details, Game menu) are implemented.	Most of the game content are implemented.	Some of the important game content are implemented	Most of the important game content are not implemented	10
Game Sound	All the game sounds (BGM and SFX) are implemented correctly.	Most of the game sounds are implemented correctly.	Some of the game sounds are implemented correctly.	Most of the game sound are not implemented	10
Total Score					50
Percentage Rating = (Total Score / 50) x 100%					100