Project Assessment

Notate the selection that applies

Y – Yes

N – No

P - Partially

1. Completeness – Does your game do everything you said it would? Y/N/P
   1. Does your game demonstrate mastery of techniques introduced in this course? Y/N/P
   2. Does your game demonstrate these techniques in a way that wasn’t previously demonstrated in this course? Y/N/P
   3. Have you created a game that is interesting? Y/N/P
   4. Is your game a reskinned version of a project that was done in this class? Y/N/P
      1. If yes, describe what additional features you have added that make it better than the previous game.
2. Bonus – Does your game contain features that required additional effort to implement? Y/N/P
   1. If yes, describe them.

Originally, it was trying to have the ball go through platforms as much as possible, but I implemented change in speed and colors based off of users score.

1. Usability
   1. Are the games controls responsive? Y/N/P
   2. Are the games controls easy to understand? Y/N/P
   3. Is the objective of the game clearly defined or easy to ascertain? Y/N/P
2. Design
   1. Correct Configuration Used Y/N/P
   2. MVC was used Y/N/P
3. Readability
   1. Code is readable Y/N/P
   2. Code is commented Y/N/P
4. Demo
   1. Have you signed up for a live demo, submitted a recorded demo or will you attend the class demo session? Y/N

What issues (if any) did you have when doing this assignment?

I didn’t have any issues in this assignment

Is there something that could have better prepared you for the assignment?

I think that I did pretty well for this assignment

Do you plan on doing anything different for the next assignment?

I plan on doing the same thing.