Comp 441: Project 1Grading Rubric

Project: Desperado

Group Members: Garth Murray and Sam Gill

Total Points: /100

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|  | Points Percentage | Comments |
| Graphics, graphic FX:  2 textures (min)  Texture appearance  Background color | 15% | More than 2 textures are included, a fairly wide color palette is used.  15 points |
| Sound FX  2 sound fx (min)  Sounds appropriate to game | 15% | More than 2 sound effects are used and fit well with the game.  15 points. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% |  |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | PASS |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 15% | Little to no learning curve, standard controls (Arrow keys), no mouse needed.  15 points. |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 40% |  |