Comp 441: Project 2Grading Rubric

Group Members: Sam Gill and Garth Murray

Total Points: 95/100

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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% | More than 2 textures, which are appropriate to the game. All textures were created/Modified by us.  More than 2 sound effects.  15 points. |
| 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% | Original game.  Game has good flow, allowing player to upgrade weaponry against enemies.  15 points. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | PASS |
| 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% | Conventional controls (WASD and mouse).  Everything is very standard.  10 points. |
| 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% | Premise is simple, rules of game are easy to understand, game is fun and not too challenging.  Frame rates are consistent and there are no crashes.  AI, though simple, has been well implemented.  45 points. |
| Report | 10% | 10 points. |