Comp 441: Project 3 Grading Rubric

Project Name: American Hobo: The Resistance

Group Members: Andy Miller, Garret Young, Spencer Kershaw

Total Points: /100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15% | We have a unique hero texture that is very different from the enemy texture which are all similar but vary by color. Both of these have a number of animations in their cel sheet. We have background art to give immersion as to where you are.  There is looping background battle music. A death sound is played when an enemy is defeated. The battle music goes well with the theme but is a bit loud and overrides the other sound effects that were implemented.  **12 Points** |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% |  |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | From all the playtest that was performed so gameplay halting bugs were encountered. The game can be completed multiple times in the same initialization of the program.  **Pass** |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10% | The controls are very simple, you have arrow keys to move, spacebar to attack and shift key is evasion. Overall the control scheme works well  **9 Points** |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 50% |  |
| Report  Description of tradeoffs and design rationale | 10% |  |