Comp 441: Project 3Grading Rubric

Project Name:

Group Members:

Total Points: /100

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| --- | --- | --- |
|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15% |  |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15% |  |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail |  |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10% |  |
| 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% |  |