Comp 441: Project 3 Grading Rubric

Project Name: American Hobo: The Resistance

Group Members: Andy Miller, Garret Young, Spencer Kershaw

Total Points: 85/100

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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% | Rolling mechanic is useful for movement around the game. Horde of enemies is done well. Heart HUD is a good homage to Zelda.  **13 Points** |
| 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% | The gameplay is simple and defined. You know exactly what your character can do and you easily figure out what the enemies can do. The cut scenes and menu screen break up the combat nicely. The game performs consistently.  **45 Points** |
| Report  Description of tradeoffs and design rationale | 10% | The thematic design is well put together. Enemy appearance is designed to go together. Hero and Boss appearance are meant to stand out from the basic enemies.  **6 Points** |