

Preliminary Project

group	name	Game	Concept	Implementation	Experience	Final
1	Manic Ladiv	MM	18.8	19.3	18.0	18.7
2	Asteroids third person	A	17.5	17.8	18.3	17.8
3	Rulio Miner	MM	17.5	17.3	16.5	17.1
4	I can't believe it's not Asteroids	A	17.8	18.0	17.5	17.8
5	FEUP Manic Miner	MM	18.5	17.0	16.8	17.4
6	Save FEUP	A	17.0	15.3	15.5	15.9
7	Submerge FEUP	A	16.8	17.5	16.3	16.8
8	FEUProids	A	16.5	17.0	16.0	16.5
9	Manic FEUP	MM	16.0	17.5	17.3	16.9

Concept How the main idea and the theme were translated into a game
Implementation How the game was internally structured/optimized, and the mechanics implemented
Experience How engaging/addictive it is the final result