Comp 441: Project 2Grading Rubric

Group Members: Ethan Johnson, Christy Phillips, Thomas Drehman

Total Points: 96/100

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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%  Points received: 15 | We have a lot more textures than 2, and look reasonable.  Similarly, music and sound effects are there, fit the theme, and play at appropriate times. |
| 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%  Points received: 12 | Although our setting is completely original, platformers are a very common type of game, thus not qualifying as a completely new game. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail  Pass | The game is playable, and has received compliments from non-CS people, thus indicating reasonable performance. |
| 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%  Points received: 10 | Very straightforward interface. Only 3 keys required. |
| 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. | 50%  Points received: 49 | This game is fun. We all have spent hours playing it, with much laughter and enjoyment involved.  Others outside the class have played the game and enjoyed it as well.  However, no game is perfect. |
| Report | 10%  Points received: 10 | This report is included. |

**Design Decisions Made**:

1. Easter eggs are found at the beginning, instead of being typed in. This makes it clear & evident that they exist, and for increased game performance.
2. Cheeseburger Pizza Soup no longer docks health in order to increase the player’s chance of winning. This decreases game complexity.

**Interesting Game Play Ideas in the game**

1. We made the setting GCC campus in order to make the levels a more logical progression in players’ minds, especially where geography is concerned. This improves game flow.
2. The character starts on the ground in imminent danger of being captured. By moving to the platforms, he can remain safe, but will not be able to receive as many points, due to food items being primarily located by the ground.

final game report, where you will fill out an evaluation of your game. You must specify all the information in the form. In addition, in the appropriate place on the form, comment on the following items:

* + design decisions you made, particularly involving tradeoffs between game complexity and performance or ease of implementation,
  + interesting gameplay ideas in the game, focusing on how you implemented “flow” in the game,
  + a list of cheat codes, special elements of your game, Easter eggs, etc., and,
  + Completed “grade rubric” with your appraisal of how well you did on the project.

**Cheat codes**

Cheat codes are implemented in a secondary menu (Totally not cheating) at the beginning. The user selects which cheat(s) he wants to use. Once a cheat is selected, it cannot be unselected. Escape exits this menu.

1. Flight: Allows user to jump multiple times without bound. Gravity still works, which can send the user plummeting if he stops jumping. The jumping sound is disabled to indicate that the user is in this mode.
2. Immortality: A misleading cheat code which sets the lives to a high number (10,000). Lives above 3 do not display as sprites on the display.
3. Skip level 1: When the game starts, the user is placed on the street (final) level, skipping level 1 parts A and B.