Game1113   # Game Engine Fundamentals
Assignment #1

NAME_____

Item	Marks Avail	Marks Received
Theme/Cohesion	15	
Art Style (Form/Shape/Pattern/Colour/Texture)	15	
Background Texture • Correct Dimensions 400 X 400 (5) • Tiles properly in All Directions (10)	15	
Midground Layer • Correct Dimensions 1600 X 2990 (5) • Continuous at the Y of the Texture (5) • Proper Transparency (if used) (5) • Interest/Variety (10)	25	
Obstacle • Proper Dimensions 475 X 800 (5) • Proper Transparency (5) • Fully Contained in Dimensions (5)	15	
Turret • Proper Dimensions 400 X 230 (5) • Barrel and Base in ONE Texture (5) • Barrel Portion Proper Transparency (5)	15	
Total	100	

COMMENTS: