

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

Game name (from the name generator): Obsessive Compulsive Rabbit Assassins

Description:

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Feedback, ranking, and recommendations (0-10):

Keep in mind that these developers are:

- Here for programming, not art
- Are *not* using a "game engine" – everything here is implemented "from scratch"
- The only exception would be things like the Havok Physics engine, but even that is a huge struggle to integrate
- Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, not complete, polished products ready to hit store shelves...

Fun? 5/10 - seems to be repetitive.
Close to what you expected (from name+description)? 8/10 - 9/10 - concept to product seems good
Game play (nightmarish, awkward, good, etc.)? 6/10 - maze game can only be so fun.
Appealing? - 7/10 - audio was well done
Like to see more of it when it's "done"? - 8/10 - looks like a great start
Anything else (Balance, etc.)? -

Evaluated by: _____

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

Game name (from the name generator): Obsessive Compulsive Rabbit Assessing

Description:

make a mess for rabbits to clean.

Feedback, ranking, and recommendations (0-10):

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- The only exception would be things like the Havok Physics engine, but even that is a huge struggle to integrate
- Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, not complete, polished products ready to hit store shelves...

Fun?	8 goal to make a mess is fun / random map is good
Close to what you expected (from name+description)?	7 hard understand obsessive direction but hard to convey
Game play (nightmarish, awkward, good, etc.)?	9 good detection of maze ends (could be easier to tell if above or below)
Appealing?	8 map could be smaller
Like to see more of it when it's "done"?	Yes (similar to bombman game play)
Anything else (Balance, etc.)?	AI is good.

Evaluated by:



Game Jam 2015: Monday, April 27th, 2015

Student name(s):

Game name (from the name generator): Obsessive Compulsive Rabbit Assassins

Description:

RABBITS DIGGING UP GARDEN - GUARD RABBITS HAVE TO FIX

Feedback, ranking, and recommendations (0-10):

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- The only exception would be things like the Havok Physics engine, but even that is a huge struggle to integrate
- Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, not complete, polished products ready to hit store shelves...

Fun? 7 - ONE PLAYER GAME IF I THINK IT WOULD GET A LITTLE MONOTONOUS AFTER A WHILE
Close to what you expected (from name+description)? 8 I FELT RABBITS SHOULD BE OUT CLEANING UP MORE AFTER YOUR RABBIT MESSED UP GARDEN.
Game play (nightmarish, awkward, good, etc.)? 8 EASY TO PLAY - A LITTLE DIFFICULT FINDING RABBITS TO KILL.
Appealing? 8 YES.
Like to see more of it when it's "done"? 8 YES
Anything else (Balance, etc.)?

Evaluated by: PAUL SCHOFIELD.

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

Game name (from the name generator): Obsessive Compulsive Rabbit Assassins

Description:

A RABBIT DESTROYING A DUCHEAN GARDEN. AND KILLING "KEEPER" BUNNIES.
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Feedback, ranking, and recommendations (0-10):

Keep in mind that these developers are:

- Here for programming, not art
- Are *not* using a "game engine" – everything here is implemented "from scratch"
- The only exception would be things like the Havok Physics engine, but even that is a huge struggle to integrate
- Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, not complete, polished products ready to hit store shelves...

Fun? HAS POTENTIAL
Close to what you expected (from name+description)? No.
Game play (nightmarish, awkward, good, etc.)? REALLY HARD TO WATCH. ALSO SLOW. NEED MORE
Appealing? HAS POTENTIAL. VISUALS ACTUALLY TRIGGERED PRE-MIGRAINE AURA!
Like to see more of it when it's "done"? MAYBE.
Anything else (Balance, etc.)? <hr/>

Evaluated by: CHAD CROTEAU

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

James Kelly
Eric Marcinkowski

Game name (from the name generator): Obsessive-Compulsive Rabbit Assassins

Description:

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Technical "things" implemented (see next page for a suggested list):

1. Collaboration with 2 Audio students for sound + music	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
2. Randomly generate a new maze everytime the game is run	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
3. Depth first Search AI pathing with with linked list	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
4. custom collision detection with "Minecraft" style blocks	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
5. 160n shading	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
6. Debugging Xbox controller to work with code (doesn't sound great on paper but it required 2 days to do)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:

Evaluated by: C. J

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

James Kelly
Eric Marcinkowski

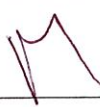
Game name (from the name generator): Obsessive-Compulsive Rabbit Assassins

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Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
2. Randomly generate a new maze everytime the game is run	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
3. Depth first Search AI pathing and with linked list	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
4. custom collision detection with "Minecraft" style blocks	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
5. <u>toon shading</u>	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 75% colour banding could be better
6. Debugging xbox controller to work with code (doesn't sound great on paper but it required 2 days to do)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 75%
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:

Evaluated by: 

Game Jam 2015: Monday, April 27th, 2015

Student name(s):

James Kelly	jamele-wizard@hotmail.com
Eric Marciniowski	ericmarcinowski@gmail.com ericmarcinowski@gmail.com

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Description:

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Technical "things" implemented (see next page for a suggested list):

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3. Depth first Search AI pathing and with linked list	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
4. custom collision detection with "Minecraft" style blocks	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
5. toon shading	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
6. Debugging xbox controller to work with code (doesn't sound great on paper but it required 2 days to do)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:

Evaluated by: _____

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2. Randomly generate a new maze everytime the game is run	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
3. Depth first Search AI pathing was with linked list	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
4. custom collision detection with "Minecraft" style blocks.	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
5. teen shading	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
6. Debugging Xbox controller to work with code (doesn't sound great on paper but it required 2 days to do)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: ✓
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:

Evaluated by: C.S