Student name(s):	
Game name (from the name generator): Obsessive Compulsive Rubbit Assassing	
Description:	
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 me things like the Havok Physics engine, but even that is a huge struggle	to integra
 Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, r 	not comple
polished products ready to hit store shelves	
Fun?	
>10 - selms to be repeatitive.	
Close to what you expected (from name+desctiption)?	
\$70.9/10 - concept to product scens good	
Game play (nightmarish, awkward, good, etc.)?	
6/10 - Maze gare can only be sofon.	
Appealing?	
- 7110 - and 10 was well done	
Like to see more of it when it's "done"?	l
- X/10- looks like a great isall stant	+
- 8/0-looks like a great 19-11 start Anything else (Balance, etc.)?	
Anything else (Balance, etc.)?	

Game Jam 2015: Monday, April 27 th , 2015	
Student name(s):	
Game name (from the name generator): Obsessive Compulsive Rabbit Assassing	
Description:	
make a mess for radbits to clean	
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 me things like the Havok Physics engine, but even that is a huge struggle to integr	ate
 Think of these as early "Early Alphas", "Early 'Green Light'", or "Proof of concept" sort of designs, not complete. 	lete,
polished products ready to hit store shelves	
Fun?	
8 goal to make amess is fund random map 15 good.	
Close to what you expected (from name+desctiption)?	
7 had understand obsessive direction but hard to convey	
Game play (nightmarish, awkward, good, etc.)?	
Game play (nightmarish, awkward, good, etc.)? 9 good detection of mare ends (could be easier to tell, f abone bel	0
Appealing?	en
8 map could be smaller	
Like to see more of it when it's "done"?	
Yes (similar de bombornon gave play	
Anything else (Balance, etc.)?	
At is good.	
Evaluated by:	

Game Jam 2015: Monday, April 27°, 2015
Student name(s):
Game name (from the name generator): Obsessive Compulsive Rabbit Assassins
Description:
PARBITS DIGGING UP GARDEN - GUAND RABRITS HAVE TO FIX
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 analysis and the screen
• The only exception would me 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 complet polished products ready to hit store shelves
polished products ready to the store sherves
Fun? 7 - ONE PLAYER GAME
I THINK IT WOULD GET A LITTLE MONOTONOUS AFTER A WHILE
Close to what you expected (from name+desctiption)? §
I FELT RABBITS SHOULD BE OUT CLEANING UP MORE AFTER YOUR RABBIT
Game play (nightmarish, awkward, good, etc.)? §
EASY TO PURY - ALITTLE DIFFICULT FINDING RABBITS TO KINCL.
Appealing? §
YES.
Like to see more of it when it's "done"? 🔮
YES
Anything else (Balance, etc.)?
Evaluated by: PAUL SCHOFIELD.

Game Jam 2015: Monday, April 27 th , 2015
Student name(s):
Game name (from the name generator): Obsessive Compulsive Rabbit Assassing
Description:
A RABBIT DESTROYING A CONCLEAN GARDEN.
ARABBIT DESTRIYING A CHICLEAN GARDEN. AND KILLING "KEEPER" BUNNIES.
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 me 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? HAC PAYENTIAL
Close to what you expected (from name+desctiption)?
No.
Game play (nightmarish, awkward, good, etc.)?
Game play (nightmarish, awkward, good, etc.)? REALCY HARD TO WATCH, ALSO SLOW. MEED MORE Appealing? WINTA BUNA
HAS POTENTIAL. VISUALS ACTUALLY TRIGUERED PRE-MICHAGUSE
Like to see more of it when it's "done"? AURA
MAYBE.
Anything else (Balance, etc.)?
Evaluated by: CHAO CROTTAU

Student name(s):	
James Kelly	
Eric Marcinowski	
Game name (from the name generator):	Compulsive Rabbit Assassing
Description:	
<u> </u>	
Technical "things" implemented (see next page for a suggested li	st):
1. Collaboration with 2 Audio students f	or sound + music
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 🗸
2. Randomly generate a maze ever	utime the game is run
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: V
3. Depth first Search AI pathing with 1	inted 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
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
Evaluated by:	

James Kelly	
Eric Marcinowski	
Game name (from the name generator):	ompulsive Rabbit Assassin
Description:	
Technical "things" implemented (see next page for a suggested list	t):
1. Collaboration with 2 Audio students fe	or sound + music
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
2. Randomly generate a maze every	time the game is run
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: 100%
3. Depth First Search AI pathing amounth lin	ntedlist
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: 001/2
5. Toon shading	colour band of
Easy (75%)) Hard (100%), or Super Hard (115%)?	Mark: 75%
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:
\sim	
Evaluated by:	

James Kelly jamle-Wizard @ hotmail	.com Marcinowshi@gmail.com
Eric Marcinowski estatutation aric	Marcinowshi@gmail.com
Game name (from the name generator):	ompulsive Rabbit Assassing
Description:	
	. 1
	r g
Technical "things" implemented (see next page for a suggested list	
1. Collaboration with 2 Audio students fo	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
handomly generale a maze everyl	ime the game is run
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
3. Depthfirst Search AI pathing with liv	sked list
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
4. custom colliston 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
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
Evaluated by:	

udent name(s):	
Famer Kelly Eric Marcinowski	
ame name (from the name generator): 065@551Ve	-Compulsive Rabbit Assass
escription:	
·	
	•
echnical "things" implemented (see next page for a suggeste	ed list):
	~ 1,
· Collaboration with 2 Audio students	ter sound + music
asy (75%), Hard (100%), or Super Hard (115%)?	Mark: 🗸
· Randomly generate a maze en	verytime the game is run
asy (75%), Hard (100%), or Super Hard (115%)?	Mark: 🗸
Depth first Search AI pathing with	1 linked list
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark:
custom collision detection with Mineco	eft" style blacks
(75%), Hard (100%) or Super Hard (115%)?)	Mark: V
	mun. V
166N Shalding	
Easy (75%)) Hard (100%), or Super Hard (115%)?	Mark: V
6. Debugging Xbox controller to work with a	ode (doesn't required 2 days to do)
Easy (75%), Hárd (100%), or Super Hard (115%)?	Mark: V
(7.)	
Easy (75%), Hard (100%), or Super Hard (115%)?	Mark: