**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**CSE 1301 Game 1 Rubric**

**Game Demo - Look and Feel [40 Points]**

\_\_\_\_\_\_ Game contains at least one player that moves through the maze based on user input. [5 pts]

\_\_\_\_\_\_ Background is unique (is not Roll-A-Ball or other online tutorial) and contains walls or textures to make the maze path clear. [10 pts]

\_\_\_\_\_\_ Game contains at least 3 enemies that oscillate somewhere in the maze. [10 pts]

\_\_\_\_\_\_ Game contains at least 3 “holes” in the playing surface. [5 pts]

\_\_\_\_\_\_ Game runs, is playable as required by assignment, and is error free. [10 pts]

**Managing collisions correctly [15 Points]**

\_\_\_\_\_\_ Player is returned to start if they fall off playing surface [5 pts]

\_\_\_\_\_\_ Player dies if it collides with enemy [5 pts]

\_\_\_\_\_\_ If a player dies, appropriate input is given to the user: “Game Over!” [5 pts]

**Handling user input correctly [10 Points]**

\_\_\_\_\_\_ Player can move left, right, forward and backward [5 pts]

\_\_\_\_\_\_ Keys are mapped correctly/intuitively [5 pts]

**Game Presentation [25 Points]**  
\_\_\_\_\_\_ Student can adequately explain how player behavior it is handled by the script. [10 pts]

\_\_\_\_\_\_ Student can adequately explain enemy behavior and how it is handled by the script. [10 pts]

\_\_\_\_\_\_ Student can adequately explain collision scripting and how winning condition is handled [5 pts]

**Used good programming, commenting, formatting and modularity [10 Points]**

\_\_\_\_\_\_ Game contains at least two scripts, one for player and one for enemy [5 Points]

\_\_\_\_\_\_ Source is clearly formatted and contains comments as appropriate [5 pts]\_\_\_\_\_\_       **Total**

**Comments:**