Comp 441: Project 2Grading Rubric

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Total Points: 100/100

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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% | All graphics and sounds are home-made and don’t follow the same general theme. |
| 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% | Gameplay is unique with the gravity ball and sight mechanics. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | Game is bug-free and runs smoothly. |
| 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% | Gameplay is straight forward.  Controls are conventional. |
| 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% | Game seems to be fun and balanced, as play-testing has indicated. |
| Report | 10% |  |