Comp 446: Project 2 Grading Rubric

**Project: ~~Horror~~ Maze**

**Team: Sean Bamford and Thomas Frick**

**Total Points: 86/100 (Be sure to provide numerical scores)**

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| Assets:   * Appropriate 3D models * Appropriate textures * Theme appropriate to the game; enhances the game’s theme * Use of 3D positional sounds for player, enemies, etc. * Use of 2D sounds for background music, menus, etc.   (Enumerate the assets) | 10%  9/10 | Models are adequate. Textures are ok. Theme is nonexistent. Sound is passable |
| Lights:   * Variety of lighting types used. * Lights enhance level design and complement mechanics   (Enumerate the light types and where they are used.) | 15%  12/15 | Lighting is all provided by directional light and ambient lights. No additional lights used |
| Game design:   * Give genre and reason for choosing it. * Clear scoring * Clear goals * Appropriate, well-design mechanics * Well-designed (intentional) level design, including a variety of features (e.g., choke points, cover positions, etc.) | 15%  12/15 | Puzzle; fun to make  Scoring is finish the level  Goal is win  Mechanics are fluid  Levels designs very intentionally |
| Oiling and juicing:   * List oiled elements * List juiced elements * List feedback provided to gamer | 15%  13/15 | Messages to player for doing things, and messages to player when bad things could happen |
| Menus :   * Complete set of menus * Menu theme consistent with game * Menus are clear and easy to use | 5%  5/5 | Menu is simple and elegant |
| Quality (simple, fun, easy to understand)   * Organic, complete feel * Exhibits flow * Fun to play * Performance consistent with game * Appropriate controls * Organic design and theme in assets, mechanics, level design, lighting, and camera   (Comment on each of these criterion) | 40%  35/40 | .  Game feels finished, but missing a next level  Flow is nice and easy  Very fun to play. Replay value is low though  Controls are easy to understand for the most part  Assets are nice and simple. |
| Group Contributions  (Enumerate each person’s contributions)  Thomas Frick  Sean Bamford | Pass/Fail  Pass  Pass | Major maze programming and design  Major feature programming |