

Project 4

User name: Team 4
Name: Team 4

Criteria	Maximum	Score
Working and Polished Final Product	50	47
Demo	10	10
Manual	20	17
System and Release Testing	15	0
Programming Style	5	4
Total	100	78

Comments:

Good job.

Your game (other than an ugly HUD) looks impressive. You have music, sound effects, randomized items and shooting, and the potential for fun. I say that the game only has the potential for fun because it's too difficult. Concentrating only on not dying, I had to lower the number of coins needed for a shield to 5 to have a chance of getting a shield. Since I'm on a computer, I can only really jump, but I see that it would be much more playable on a phone. Even so, the game should be easier on the first level and then build in difficulty. One of the factors that makes your game so hard is that the collision detection is overbroad. You should do bounding box collision detection and then test for pixel on pixel collisions.

Your demo had good energy, and handing out phones was a nice touch. Your team presented well as a group. PowerPoint would have been better than Word, but at least you used a document to organize your talk.

Your manual gives a good overview of your game and how to play it. Saying how many coins needed for a shield would have been nice. Your font is awful. Please use a standard font for written materials. Your manual is also plagued by errors in grammar and punctuation.

I can't find any information about your system or release testing for your project.

Your code is reasonably well commented, and your variable names are meaningful. However, you have a number of `static` member variables, and member variables shouldn't be `static` unless they are constants. You also have several `public` member variables and a fair amount of repetition in your classes. You could have structured your class inheritance to better reuse information like position and

velocity that were common to a number of your objects.