



# Unity Playground Project Rubric

Use this sheet to provide feedback on your classmate's game. Use one sheet per game

Game Name:

Horror Bounce

Game Tester Group Number:

30

Game Developer Group

Number:32

Game Preferences:

We all play games. Not very often. We like league of legends (Multiplayer) , call of duty warzone (Shooter multiplayer), Chess (strategic). APIX (multiplayer)

## Technicality

Does the game play smoothly without technical problems?



## Mechanics

Does the game have creative gameplay and interaction mechanics?



## Fun

Is the game fun to play? Do you want to play again?



## Originality

How unique is the game compared to the original space ship game?



## The best part of the game:

The setup is quite funny. The sound creates a nice dimension to the well suited environment. The way the head jumps is smooth, however, also very frustrating.

## This game could be improved by:

- There could have been a starting screen with description of the game to know which keys to used to move the player around.
- Maybe a hint in when the game ends would suffice. When playing, you have no clue for how long this will be going. There are intermediate stations but when falling from there, you again start from the beginning which makes it a very painful game.