Comp 441: Project 2Grading Rubric

Group Members: Dan Brown and Tyler Mulley

Total Points: 92 /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%  13 points earned | The game has many more textures than two. The textures fit the idea of the game with the rocket launcher being purposely out of place. Most textures were created and/or modified by the designers. There are many sound effects for many different actions. It could be more cohesive. |
| 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%  13 points earned | The game is like a tower defense game crossed with the popular “Age of War. The goblins and the cannon pairing are a novel element to this game. Also the terrain is very interesting and original. The cannon rotation and the splash radius of the bombs are both unique features of the game. As the game goes on the levels get harder and you can buy upgrades for the weapons. It could be slightly more original though. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail  PASS | The game is bug free and is a smooth game to play. |
| 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%  10 points earned | There are really only a two controls to learn: changing the cannons angle and shooting. The key mappings are appropriate using the arrow keys. The functionality is reasonable and appropriate. |
| 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.  NPC AI adds to gameplay | 50%  46 points earned | The elements for the most part work together for a good cohesive experience. It is slightly entertaining but could get boring. The rules are very clear and very simple and are outlined in the directions in the first menu. The game is designed in light of popular games that are designed very well. The game is fun and interesting. Maybe not incredibly fun but that is ok. The game performance is fine. The NPC AI adds a little to the game but not much |
| Report | 10%  10 points earned | The report was complete and thorough. |

**Game Report:**

Design:

Initially we wanted implement the upgrading and changing of the weapon and projectile. This proved to be too complicated and difficult so we implemented a series of other upgrades that did not involve any texture swapping.

Also, we were planning on making some goblins jump from the back to the front for quick strikes but that also was too difficult to implement well. So instead we increased the goblin speed to make the game more difficult.

Gameplay:

The upgrade system really increases the complexity and playability of the game. The upgrades also help the game flow well in between the levels. Also, the upgrades allow the user to customize their gameplay experience as they play. This makes our game unique and interesting.

The levels progressively become more difficult to create a beginning, middle and end feel for the player.

Also, the NPCs speed up based on how close they get to the tower.

Cheat Codes:

Hold down the keys “N-U-K-E” at the same time – Drops a NUKE and kills all goblins in the level.