Comp 441: Project 3Grading Rubric

Project Name: BOMBIN’ GOBLINS

Group Members: Tyler Mulley and Daniel Brown

Total Points: 92/100

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|  | Points Percentage | Comments |
| Graphics, Sound FXs, Music  2 textures (min)  Texture appearance  Background color | 15%  15% | All the graphics are interesting and appropriate. The sounds are effective and the music is unique and entertaining. |
| Originality in game  2 novel elements (min)  1 unique UI element (min) | 15%  13% | The game has the required elements but it is very similar to other games. Could have more original aspects. |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail  pass | The game is now bug free and the performance is always smooth. Great stability and playability. |
| Easy to play  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard versus mouse) | 10%  9% | This game has very few controls to learn and it is quite easy to catch on. It is difficult though to really have success until you have played it 5-10 times. |
| Quality (simple, fun, easy to understand)  Organic, complete feel  Simple, clear rules  Exhibits flow  Fun to play  Performance consistent with game | 50%  45% | The game is simple and the rules are clear. The player is told when good and bad things are happening. However the game is not playable for too long because there is not too much variation. Overall it is a good game though. |
| Report  Description of tradeoffs and design rationale | 10%  10% | The report and evaluation were complete and full. |

**Report:**

There really were no tradeoffs that we needed to make with regards to performance because the game was quite simple. However there were tradeoffs that came from time and effort. We were thinking of adding flying enemies but due to the time constraint we decided to keep the game simpler to tune and code by not adding the flying enemies. Also, we could have added more textures but we had decided that the game we had was complete and needed no further additions in order to do its job.

The major change we made in this version was the boss level. At first we thought we would only have the boss in the boss level but we found that it was much too easy for the player to defeat just the boss as we had coded him. Also having only the boss made the boss level boring and uninteresting compared to the others. To alleviate this, we added more little goblins to the boss level so the player has to kill both the boss and the little goblins. This made the level exciting, difficult and intriguing. That was probably our largest and most important design choice.