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| Critical Information Summary | |
| Student Name | VARUN THREJA, SHARJEEL IFTIKHAR |
| SID | 216031343, 215328289 |
| Mark Aimed For (%) | 90% |

### Criteria: Playability [HD]

* The game has 10 levels to play.
* And while player is progressing to the next level then the difficulty level keeps on increasing each time the player unlocks a new mission.
* The game is really engaging to play not just for 10 hours but even more than that but it all depends how fast you progress to the next level.
* Player can unlock new guns while playing the game and earning cash which makes it even more interesting.
* Power of the player reduces each time he/she is attacked.
* Power boosters are placed at different places in the game which can help in recovery of the player.
* Last but not the least, we have added some awesome sounds, music and different kinds of environment in the game which makes it even more fun to play.

### Criteria: Layout [HD]

* App works completely fine in both portrait phone, tablet portrait, and tablet landscape mode.
* App dynamically adjusts in real-time to change the orientation and resolution.

### Criteria: Readme [Distinction]

* Readme.txt file contains the following items: -
* Student Names.
* The title of the app
* App Platform
* Genre of the app
* Overview of the app
* List and explanation of major features of the app
* Link to the GitHub repository of the app.

### Criteria: Licenses [Distinction]

* A licenses.txt file is included in the project which showcase all the things required for the project and all of them are attributed.
* We used 100% free assets and whatever else we used to build the game is legal to use from the unity’s website.
* Unity sometimes also send free assets to their members via emails, so we used all that what we got for free.
* We also have an about page where we mentioned all the legal declarations.

### Criteria: Weekly Progress [Credit]

* For the first four week, we were not on track and we already told unit chair about the issue that we were using Android studio as a platform for building the game and it’s not suitable for our needs.
* Hence, we didn’t do well in the first four weeks.
* From 5th week onwards a brand-new project was started.
* And we came up with the thought of using unity game engine and from the fifth week we were regularly updating whatever we were doing and how we were doing the project.

### Criteria: Data Handling [Credit]

* Honestly, we just did this. I mean we met all the requirement for this criterion.
* As there is not much free information available on the internet about this so it was kind of hard to go in very deep detail.
* We did our best to do it but still have some doubts.

### Criteria: Code Quality [HD]

* The code quality is very superior.
* Indentation is perfect.
* Every class and each method/function has an explanatory comment which explains deeply about it.
* Each method/function has been explained to the fullest in an approach that anyone who looks at the project can understand it.
* Each method/function has few examples which showcase that how to call that method/function.

### Criteria: Bug Handling [HD]

* Our code fabulously handles all the bugs, and restarts or resumes according to the situation.
* All the data is kept safe and secure and saved by our code.
* Bugs are reported via unity’s console to the end-user at a very high level and with the additional ease of solving them quickly.
* Our code also keeps a log of the bugs listed and the reports generated which can be accessed by the user anytime.

### Criteria: Data Size [Distinction]

* The external data Size is almost 7kb.
* As already mentioned that there was not much information regarding this for us to study via external sources so we just fulfilled the credit requirement otherwise we could have taken it to HD level.

### Criteria: Publishing [Distinction]

* Our game meets minimum play store requirements.
* Our game has all the icons and splash screens appropriate for the Android phones and PCs as our main point of focus are these two devices.