Weun
Professor Hybinette
CS 4070
2 March 2016

Grading

Total		88
Levels	At Least 3 Levels	6
	Effective Parallax	3
	Top Down Level	3
	Splash Screen	0
	Level Design	4
	Game story or theme well thought out and solid	4
	Beyond tutorial baseline	2
	Art work consistent theme and well crafted	4
	Box2D (***)	0
	Self Portrait Integrated	3
Sprites	Main Player Look & Feel	3
	Run	3
	Fall	3
	Jump	3
	Swim	0
	Fly	0
	Climb	0
	Swing (challenge)	0
	Friendly Sprites	3
	Enemy Static	2
	Enemy Dynamic	2

	3 Type Attacks– 1 needs to be impressive (2,2,4)	8
	Player #Lives	2
	Player Health	2
Documentation	Report quality pdf and screenshots.	5
	Grade TXT (and insightful, i.e., neither exaggerates, or underestimates).	4
	README	2
Demo	Demo/present	4
	Demo quality prepared	