Comp 441: Project 2 Grading Rubric

Project: Tower Defense

Team: Sean Bamford & Thomas Frick

Total Points: /100

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|  | Points Percentage | Comments |
| Graphics and sounds:  Appropriate sounds and sound fxs  Color and palette | 10% | EVERYTHING IS PERFECT 10%  I voiced the enemy death so extra +5% |
| Originality in game  3 novel elements (minimum)  Reasonable gameplay & flow  Additional gamplay elements (extra credit) | 5% | OST  All art assets are original (including models)  Tower Upgrade Options  TAB to cycle time speed (extra credit)  Day/Night Cycle (extra credit)  3D Animations are nifty  As for actual elements, we took our favorite elements from several games and mashed them together.  3% |
| Stability, playability  bug free  smooth  reasonable performance | Pass/Fail | Slowing Towers sometimes freeze enemies in place.  PASS |
| Level design  Design that aids game play  Clear explanation of each element in the scene | 10% | 8% - we don’t explain exactly how every tower works |
| Mechanics  Minimum learning curve  Reasonable controls (e.g., WASD)  Good partition of UI controls (e.g., keyboard vs. mouse)  Consistent with genre | 10% | 10% - controls are perfect. Learning curve isn’t bad.  Controls feel consistent with other tower defense games (click around to do stuff) |
| Game Experience  Multiple levels with consistent theme  Engaging gameplay that embodies good design principles  Appropriate game cycle (splash, menu, game play, game over, etc.)  Clear scoring that supports player decisions, objectives, etc.  HUD that supports gameplay (not a distraction)  Advanced features as enumerated by the development team | 65% | 64% - we’re all fantasy except for level 4. That’s space.  Game cycle is present, menus are good (fully functional, don’t get in the way)  Game play is plenty intense  We do have multiple tower upgrade options |
| Group Contributions  (Acceptable/Unacceptable) All team members must be cooperative and contribute their fair share to the project. In addition, all members must participate in coding, and graphics development. This outcome will be measure in large part by peer evaluations. If a student fails to contribute to the group or act in a unprofessional manner (late to meetings, fails to meet deadlines, fails to produce things of good quality), he or she may lose all credit for the project. | Pass/Fail | Pass – we all worked too long on this |