Game On Cyfalls Test

Prompt: Light it up

You may use the rest of this paper as scratch paper for ideas and planning. If you need more scratch paper I can provide you with more.

Once you are finished with your game, I will have you upload it onto a flash-drive.

2016 Game On Rubric for Div. C (rev 6/29/15)

(Note: all tasks listed under each section are worth a maximum of 2 points unless otherwise stated)

Game Mechanics

a. Introduction (4 Points)
_____ game title is present
_____ buttons/keys used to access other screens/options

b. Help/instructions (6 Points)
_____ game objective stated
_____ movement controls explained
_____ scoring explained

c. User controlled (UC) sprite (6 Points)
_____ movement complexity
_____ speed is appropriate
_____ sprite orientation

d. Autonomous sprites (6 Points)
_____ movement complexity
_____ speed is appropriate
_____ sprite orientation

e. Collision management (6 Points)
_____ sprite interactions
_____ environment interactions
_____ appropriate interactions for theme

f. Scorekeeping (6 Points)
_____ functions properly in game
_____ scoring appears on screen
_____ scoring is appropriate for gameplay

g. De-briefing (6 Points)
_____ clear outcome for the game and game play stops
_____ items remaining on screen are appropriate
_____ how to replay/start over present

h. Documentation (4 Points)
_____ coding comments included
_____ main sections of coding explained

i. Code organization (6 Points)
_____ elements are named/titled
_____ elements are logically grouped and organized
_____ coding has appropriate flow

Game Play

j. Implementation of theme (10 Points)
_____ game follows/related to theme
_____ (4 pts) appropriate principles applied to theme
_____ (4 pts) level of scientific thought applied to theme

k. Graphics (12 Points)
_____ (4 pts) quality/complexity of UC sprite
_____ (4 pts) quality/complexity of Autonomous sprites
_____ (4 pts) quality/complexity of backgrounds

l. Sound (8 Points)
_____ sounds are used
_____ volume is appropriate
_____ (4 pts) quality/complexity of sounds

m. Play balance (12 Points)
_____ (4 pts) level of difficulty
_____ (4 pts) speeds are appropriate for the game
_____ (4 pts) movements in the game are appropriate

n. Overall game (8 Points)
_____ (4 pts) overall impression of the game
_____ (4 pts) originality of the game

Game Play Subtotal (50) = _____

Game Mechanics Subtotal (50) = _____

GAME ON TOTAL SCORE (100) = _____