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.
(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) = ____________