Video Game 11 Two Player Tank Game Plan and Evaluation.

Part A. /10 mark. Create a top down view of the plan for your two player tank game. The drawing must be labelled. Then complete the predicted parts of Part B and C…. Complete Part E

Part B /15 marks. Predicited Graphic Improvements. (Max 3 points for each)

|  |  |  |  |
| --- | --- | --- | --- |
| Name of my Improvement | Description of Improvement | Predicted Value | Actual Marked Value |
|  |  |  |  |
|  |  |  |  |
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|  |  |  |  |
|  | Add more rows if you need them |  |  |

Examples…

|  |  |  |  |
| --- | --- | --- | --- |
| Graphic Improvement | Value | Graphic Improvement | Value |
| Skybox.. | 1 | Adjusted Colors and Fonts in UI | 2 |
| Other Vehicles….from Asset Store | 2 | Custom Quicksand Graphics on Trap | 2 |
| Flame Area | 1 | Textured Terrain | 3 |
| Tree Vegetation from Asset Store | 1 | Town Building from Asset Store | 1 |
| Starting Scene | 2 | Water | 1 |

Part C /15 marks. Predicited Coding Improvements. (Max 3 points for each)

|  |  |  |  |
| --- | --- | --- | --- |
| Name of my Improvement | Description of Improvement | Predicted Value | Actual Marked Value |
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|  | Add more rows if you need them |  |  |

Examples…

|  |  |  |  |
| --- | --- | --- | --- |
| Coding Improvement | Value | Coding Improvement | Value |
| Reset Location Trap | 1 | Random Placement of Maze | 3 |
| Random Reset Location | 2 | Instantiating Traps | 2 |
| Drop Functioning Mine | 2 | Gun Turrets that take points away | 2 |
| Special Ammo | 2 | Gun Turrets that knock your tank over | 1 |
| Winning Scene | 2 |  |  |

Part D Fun Factor…10 marks….

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 |
| Visual Look | Bland | Adequate |  | Attractive | Stunning |
| Playing Experience | Boring | Indifferent…and predictable | Some of it sparks my interest | Creative and Interesting | Engaging and Exciting |
|  |  |  |  |  |  |

Part E. (5marks) Use a paragraph to describe what is going to make your game great.