Point and Click Evaluation.

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| Criteria |  | Descriptions (write in each of the boxes below…..to justify your marks |  |
| Intro Screen with Play Button | Describe what makes your intro screen interesting |  | /4 |
| Instructions Screen | Explain how to play the game |  | /2 |
| Scoring Targets | 1/4Simple | 2/4 | 3/4 | 4/4Complex | Talk about complexity of coding and drawing effort below |  |
| Target 1 |  |  |  |  |  | /8 Maximum |
| Target 2 |  |  |  |  |  |
| Target 3 |  |  |  |  |  |
| Target 4 |  |  |  |  |  |
| Theme | Describe the Theme here. How does your theme contribute to the game play |  | /4 |
| Fun Factor | Describe how much fun your game is to playGive yourself a score from 1(lame) 2(okay) 3 (yeah I like this) to 4 (tons of fun).  |  | /4 |
| Quality of Graphics | Discuss the overall look of the targets, buttons and background.1(poor) ------4(I took a lot of time to make it look great)  |  | /4 |
|  | Total |  | /24 |