Save the City Evaluation

Don’t forget you must change the resolution of the screen to 1024 x 768

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| Criteria |  |  |
| Intro Screen with Play and Instructions Button | Describe what makes your intro screen interesting. | 4/4 |
| 4 different cities to hit… | Draw your own cities……You can’t use mine.Draw one movie clip that has at least 5 different keyframes to show the city getting hit.Give yourself a score from 1-4 for artistic talent(1 poor effort---4 I took a lot a lot Justify your score | 2/4 |
| Brown Rock | Describe what makes each target unique here.1 mark for a simplistic target2 marks for something that takes some coding skillExplain (10 words) | /2 |
| Target 2 | Explain (10 words) | 2/2 |
| Target 3 | Explain (10 words) | /2 |
| Target 4 | Explain (10 words) | /2 |
| Theme | Describe the Theme here | /2 |
| Starting Screen with Instructions | A beginning screen with two buttons. One leading to the game and one to instructions | 2/2 |
| A losing and a winning screen | If any city gets destroyed you lose. You need to have a timer the goes to the winning screen if you are still alive. | /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 fu n). Explain why(25 words) | 1/4 |
| 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) Explain why (25 words) | 3/4 |
|  | Total | 14/32 |