Adventure Game

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

|  |  |  |
| --- | --- | --- |
| Criteria | Describe it | 1 mark |
| Character |  |  |
| Static Trap 1 |  |  |
| Static Trap 2 |  |  |
| Static Trap 3 |  |  |
| Moving Trap 1 |  |  |
| Moving Trap 2 |  |  |
| Timer |  |  |
| Bonus (Ideas)…Possibility of bonus marks |  |  |
|  |  |  |
|  | Total | /7 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Developing (1) | Adequate (2) | Good(3) | Superior(4) | Explain why here (1mark) (20 words) |
| Maze Complexity | Simplistic ..using only teacher provided | Unique Maze… 2 different traps | Unique TMaze 3 different type of traps | Creative trap that does something teacher hasn’t shown |  |
| Theme | Doesn’t make sense… | Game has Theme | Parts and Objects in the Game contribute to theme` | Player is engaged and identifies with theme. |  |
| Graphics | Simplistic. | Everything is Coloured | Graphics relate to theme | High Quality. Graphics contribute to Game experience |  |
| Fun Factor | I’ll try it once but there are factors that make it Unfun (too hard, boring or ugly | Game is ok.  I’d play it again. | Brings a smile to my face and challenges me. I’m willing to play it again | Woohoo.  Can’t wait to play it again. Its engaging, fun and challenging. |  |