

Assignment B Rubric
ART 486: Advanced Interactivity
Fall 2008

Due date: Thursday, Nov 5

Goals:

- Widen your comfort zone on reading code
- Make a game

Directions:

Using the “plat” or “prePlat” projects as source material, create a single-screen platform game.

Use completely dumb enemies: simple following (ghosts), or following a fixed path (turtles)

Grading:

Procedural:

- 10% Turned in properly
(on a CD-R or DVD-R, all files included, with your name on it, ..)

Ingredients:

- 10% Controllable player character that runs and jumps (it's-a me!).
- 20% Enemies that chase the player character and hurt it when they catch it.
- 20% A goal object that does something.
(add enemies, explode enemies, power ups, .. ?)

Execution:

- 20% Absence of bugs
- 10% Code is legible
commented sufficiently, formatted legibly, variables named well, ...
- 10% Good art component

DNM 9/15/08

