

Assignment C Rubric
ART 486: Advanced Interactivity

Due date: Tuesday, Nov 24

Goals:

More code, more classes.
Drawing better

Directions:

Using the "shmup" project, make a shoot-em-up game.
The look of the game should be taken from one of the images in your journal.

Grading:

Procedural:

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

Ingredients:

10% Steerable spaceship or whatever
 10% Two kinds of enemies appearing at different times.
 10% Your spaceship shoots some kind of missile that destroys the enemies.

Execution:

10% Absence of bugs
 10% Code is legible
commented sufficiently, formatted legibly, variables named well, ...

Look and Feel

10% Coherence: all the drawings in the project go together-- that is, they re drawn in a similar style
Please do give me a copy of this picture on the CD
 20% Sophistication/Quality of goal imagery: no scanned-in school kid primitivism.
 20% Overall quality: blatant privileging of my subjectivity-- if in doubt, ask.