

GAME DESIGN MODULE SCORE SHEET

Name _____

Game Design questions		25
The game opens		15
Game is the correct sizes		10
Background image present Your name also exists on the background image and resolution is good.		15
Walls exist and are placed appropriately		15
Ball moves and bounces off walls		15
Keyboard keys used to perform actions. Use of keyboard keys to execute cheat codes, game restart, game end, game begin, other commands, etc...		15
Sounds happen at the right times x2		20
Title and ending screens/rooms Game includes title and ending screens/rooms and you provide ways to get to those screens.		10
Scoring works		15
Action happens when score reaches 10 Game ends when the score reaches 10, or it goes to the next room, or it goes to the ending screen/room.		15
Overall appearance and game play Wall blocks align, good colors used, appropriate sounds, graphics look clean, functions properly, spent time trouble shooting, etc....		30
	Total	200