

# GAME DESIGN MODULE II SCORE SHEET

Name \_\_\_\_\_

<b>Game contains animated meteors</b> Small, medium and large. They are animated and move appropriately.		15
<b>Origin technique use</b> Proper origins are set up on sprites where appropriate.		10
<b>Appropriate background image present</b> Your name also exists on the background image and the size is appropriate.		10
<b>Photon</b> Shoots from the UFO correctly with space bar, and programmed properly to be destroyed		15
<b>Programming meteors</b> Meteors are programmed to be destroyed with one photon hit.		15
<b>UFO</b> Moves correctly, programmed correctly with meteors and when no more lives		20
<b>Explosions</b> Explosions are animated properly, and occur after meteor, photon, and UFO collisions.		15
<b>Sounds 2X at the correct times</b> When photons are fired and when something explodes.		15
<b>Scoring</b> Works accordingly, and is placed on the edge of your game		15
<b>Lives</b> Work accordingly, and is placed on the edge of your game		15
<b>Motion path and spawn</b> Smooth motion path that is appropriate for the game Spawn works at the required times and works well enough for proper game play.		30
<b>Overall appearance and game play</b> User gets a good game play experience from the game		25
	<b>total</b>	<b>200</b>