

## Video Game Design Physics Puzzle Game Rubric / 30pts

# ANGRY BIRD

LEVEL	CHECKLIST OF ESSENTIAL INCLUSIONS	LEVEL	CHECKLIST OF ESSENTIAL INCLUSIONS
1	One tower , 4 Enemies, max 10 stones ammo	4	Two towers now with 5 enemies in each and limited ammo
	Tower breaks easy, enemies get "stunned" easily		Make the front tower weak and the back tower stronger
			put hard to stun enemies in front tower and easy to stun enemies in back tower
			design the towers so shooter must aim for a specific spot (a weak point) to win
2	One tower, 6 enemies, max 10 stones ammo		
	Tower bottom level is strong but top gets weaker as it gets higher		
	Enemies are still easily stunned	5	THREE TOWERS, 3 enemies in each, All towers strong but built in a way that there are POINTS OF ATTACK (weak points) that cause the buildings to fall
			Enemies are strong and should only be killed by massive building collapse
			Make this hard hard hard to beat but possible (remember if they beat this they win the game)
3	One tower , 8 enemies, max 10 stones ammo		
	tower is incredibly hard to destroy and enemies inside are stronger as well		
	change the color of the enemies to show they are stronger		