

## Video Game Design Platform Game Rubric / 30pts

# PLATFORM

LEVEL	CHECKLIST OF ESSENTIAL INCLUSIONS	LEVEL	CHECKLIST OF ESSENTIAL INCLUSIONS
1	5+ simple enemies	4	5+ Medium enemies to beat with the need for some health boosters
	Only simple weapons (sword, whip, shield)		A platform game where 90% of the time you are off the ground swinging or jumping
	An unlocked exit door		Grappling hook needed often
	Ice or low friction blocks		4 checkpoints
2	A complete tunnel level existing 90% below the surface		2 strong End enemies (2 against 1)
	2 checkpoints and torches along the way to light the darkness when needed		Any weapon you want to give your hero and a key for the LOCKED END LEVEL DOOR
	Lava obstacles and pits of no return (unless equipped with special finds)	5	5+ Difficult Enemies and need for health boosters
	A key to a locked level door in a pit requiring a jetpack found earlier (also a locked level door)		Lava zones and JEEP to assist their crossing
	In pits use teleports behind a strong enemy to give some hope of continuing		4 Checkpoints with 1 needing a grappling hook or jet pack and 1 deep underground / under water
3	A complete under water level 90% of the time under water		A hidden Power Glove to beat final boss
	5+ sharks and ONE BOSS fish protecting way out to final door		Several Powerful yet hard to reach weapons
	3 checkpoints and advanced weapons in hard to reach places		A key for the locked exit door under water with GIANT FISH GUARDS
	Narrow fits and large open pools causing your hero to fight in both scenarios		A final boss to beat who is held back behind GATE DOORS / Barrier before end of level
	2 dry caves filled with health boosters and armor		A locked exit door requiring key
	A puzzle element of trying to figure out a way through gates and barriers		An escape pod to CHEAT BEAT the entire level but in an almost impossible place to ever reach (EPIC DIFFICULTY)