AI Project   Peer Evaluation

Players Name:_____ Designers Name:_____

Score 1-10 (10 is highest)	Feature: Comments/Feedback/Suggestions/Pros/Cons
	Your game app must have 3 or more unique images of various sizes:
	The object of the game is for the player to try to tap some of the images but avoid tapping other images:
	Score counter – the counter should be incremented each time the target image is successfully tapped and decremented each time the user either taps an image they are supposed to avoid or misses the image:
	Implement a scoring system – do not only increment or decrement by 1 regardless of what is tapped:
	Counters containing the number of times *each* image has appeared on the screen: Reset Button – resets the counters, starts the game over:

	Buttons allowing the user to speed up or slow down the speed at which the images move. Can either be done by allowing the user to input a numeric value or by using levels such as Beginner/Expert:
	Each image must make a different sound when touched. Make sure the sounds are short to minimize the overlap during the game:
	Implement a definite ending to the game, for example, the player wins if a predetermined number of points are scored and loses if a certain condition is met. A message must appear on the screen telling the player that they have won or lost:
	Use a variety of colors for the background and screen components. Make sure the game is user friendly and aesthetically pleasing:
	Be creative. Your game should be totally unique: