ICS3U Name:______________________

Scenery

For this program you will be required to create a scene using the graphics commands in Java.

Examples:
House
Vehicle
Video Game Characters
Water Scene
Sports Scene
Space Scene

The program will be setup similar to your face class. You will need to complete and submit a class diagram for each item of your scene. The classes should be setup as follows:

- There will be a **separate class** for each item (*YI*Item, *YIHouse*)
- **Separate methods** for every part (roof, door, window etc.) of each item

You will also need to **include internal and external documentation** with your program.

Be sure to let me know what you are planning to draw to ensure an appropriate difficulty level.

Evaluation

	Level 1	***Level 2***	***Level 3***	***Level 4***
Class Diagrams (T/I)	Appropriate Class name with some attributes listed with appropriate types. Few of the required methods are listed with appropriate parameters.	Appropriate Class name with some attributes listed with appropriate types. Most of the required methods are listed with appropriate parameters.	Appropriate Class name with attributes listed with appropriate types. Most of the required methods are listed with appropriate parameters.	Appropriate Class name with attributes listed with appropriate types. All required methods are listed with appropriate parameters.
Use of Classes and Methods (Application)	The Classes are somewhat designed and programmed properly. Most of the methods interact properly with each other and are programmed properly.	The Classes are somewhat designed and programmed properly. All the methods interact properly with each other and are programmed properly.	The Classes are designed and programmed properly. Most of the methods interact properly with each other and are programmed properly.	The Classes are designed and programmed properly. All the methods interact properly with each other and are programmed properly.
Internal Documentation (Comm)	Remarks for name, date description only	Very few remarks that fail to explain the parts of the program	Remarks are present but fail to explain some parts of the program fully	Remarks are present and fully explain all parts of the program
Internal Documentation (Knowledge)	Remarks completely and correctly explain few parts of the program.	Remarks completely and correctly explain some parts of the program.	Remarks completely and correctly explain most parts of the program.	Remarks completely and correctly explain all parts of the program.
External Documentation (Comm)	The Classes are listed with few of the methods. Few of the attributes and parameters are included.	The Classes are listed with some of the methods. Some of the attributes and parameters are included.	The Classes are listed with most of the methods. Most of the attributes and parameters are included.	The Classes are listed with all of the methods. All attributes and parameters are included.
External Documentation (Knowledge)	Few methods are explained correctly including parameters.	Some methods are explained correctly including parameters.	Most methods are explained correctly including parameters.	All methods are explained correctly including parameters.
Efficiency (T/I)	The program is not written in an efficient manner that does not promote the reuse of code.	The program lacks efficiency and makes the reuse of code difficult.	The program is written in an efficient manner that promotes the reuse of code.	The program is written in a very efficient manner that highly promotes the reuse of code.
Scene (Application)	A scene is created that contains at least 1 item that contains 4 or more parts.	A scene is created that contains at least 3 items that contains 2 or more parts.	A scene is created that contains at least 3 items that contains 4 or more parts.	A complex scene is created that contains at least 5 items that contains 4 or more parts.