



CMP2012M – Graphics - Assessment Item 1

Learning Outcome	Criterion	Pass	2:2	2:1	1st	1 st (80%+)
[LO 1] Design and develop interactive 3D graphics software, applying appropriate mathematical/algorithmic techniques for efficient 2D and 3D graphics [LO 2] Demonstrate deep understanding of computer graphics programming techniques and approaches	Document (10%)	Document includes a list of features and screenshots of each	As for Pass, plus Document includes control keys for the game	As for 2.2, plus Document reflects on the development	As for 2.1, plus the reflection is clear, concise and insightful	As for 1st, plus Document shows control keys on an annotated image of the gamepad or keyboard
	Window (10%)	There is a window which has a title including <i>student name</i> ; <i>module</i> ; <i>student number</i>	As for Pass, plus the window can be moved and resized	As for 2.2, plus the window can be made fullscreen	As for 2.1, plus the correct aspect ratio is maintained, and content scales appropriately	As for 1st, plus the initial window is non-fullscreen, and half the size of the desktop, and centred
	2D Geometry (20%)	There is visible geometry for the player and the blocks	As for Pass, plus visible geometry for the bouncing ball	As for 2.2, plus visible geometry for the world boundaries	As for 2.1, plus blocks "spin-off" when hit	As for 1st, plus geometry is not just quads, it is the shape of the characters
	Playable Game (20%)	The Game is playable, the player character can move, the blocks don't overlap	As for Pass, plus player character bounces the ball	As for 2.2, plus the player has 3 lives, and lives shown visually	As for 2.1, plus blocks are destroyed when hit	As for 1st, plus blocks fire 'powerups' which the player character reacts to
	Colours and Textures (20%)	Geometry isn't all the same colour	As for Pass, plus player character is textured	As for 2.2, plus all geometry is textured	As for 2.1, plus there is a background texture behind the geometry	As for 1st, plus player character animated when catching a 'powerup'
	Extras (20%)	Viewpoint tracks the player character	As for Pass, plus score indicator (how many blocks hit)	As for 2.2, plus background parallax	As for 2.1, plus there are textured block removal sequences	As for 1st, plus multiple 'powerup' types are used.
Weighting	Weightings are indicated.					