Game Marking Guide	Achieved Points	Max Points
Errors are treated correctly (network)		1
Initial screen lets player choose between single and multiplayer (name field)		1
Disk has a texture that changes with the specific names		2
Disk follows user's finger on screen		2
Small static disks (~ food) implemented and enlarge players disk		2
Speed changes with size, i.e., the larger the disk, the slower it is		2
Larger player disk "eats" smaller player disk		2
Disk gets destroyed at sharp obstacles		2
Disk bounces off properly with animation from the edges of the game world and static linear objects in the world)		2
Disk can split into two disks that move parallel and slowly merge again		3
Well designed game screen (highscore = disk size, current rank, time in game, highest rank, food consumed, other players "eaten", attributes are persistent between multiple calls)		2
Background changes depending on the light sensor from white to black (or different feature chosen by team)		2
Game can be played with accelerometer (or different feature chosen by team)		2
Leader board system or use of API such as Game Center		2
Game fluid and plays well		2
Single player mode with AI		4
Bluetooth or WiFi Adhoc mode (or server-based implementation)		4
Code quality		3
Sum		**40**
Maximum Marks: Points/2		**20**