

SOFT351 (DirectX) Marking/Feedback Form

There is no limit to the marks which are allocated to each category, and the categories themselves are for indication only (i.e. the sort of things I am looking for).

Name:
Components of DirectX used <ul style="list-style-type: none">• DirectGraphics• Sound• DirectInput• Direct<anythingElse>
Functionality, including coding style such as general purpose re-useable code. Scalability, maintainability issues. Performance related issues. As this is a gaming module, maybe style, re-useable code etc. is less important than in other SOFT modules.
Independent Learning, such as using DirectX components we haven't covered. Have you stuck with what you already know, or done something additional?
General standard of production and presentation. OK, OK, your "working prototype" is quite entitled to be a bit "rough around the edges", but does it have the look and feel of a professional looking application? Or maybe does it have a "Wow!" factor?
Demonstration. -30% if you don't do it.
Concept and Originality
Write-up (including SW engineering compromises)
Other Remarks
...and the grade

As this is a much freer format assignment than the first one (where the boxes you must tick are very clear) categories are for indication. I award marks for things that were done well, rather than subtracting marks for categories that were not addressed.

Top grades will be awarded to those submissions that have a "Wow!" factor. In addition, the most credit will be given to those who have carried out a substantial amount of independent learning and haven't just played it safe by adapting my sample code. Examples of such extra learning could be (not exhaustive)

- Physics, either with a library such as bullet or your own physics
- Extra shading and lighting effects (maybe starting with reflections and shadows)
- Dynamic generation of worlds and objects.

A pass grade will be awarded to submissions who have adapted my sample code and added limited extra functionality.

<40% will be awarded so submissions that have just re-badged my sample code (or any other sample code), e.g. just changed the meshes that are displayed.