

Name: _____

Super Asteroids Grading Rubric

Data Importer

- Run the importer. *(If you can't see any data in the program (no drawing of objects etc), copy the DB from the Android device to a PC and view the DB using Firefox SQLite plugin.)* Has the database been populated with data from the JSON config file. (18 pts) _____

Ship builder

- Respond to fling touch input (5 pts) _____
- Display correct parts from the database (5 pts) _____
- Respond to ship part selection (3 pts) _____
- Correct labeling of helper arrows (3 pts) _____
- Initially disable the "Start Game" button, and enable when ship building complete (3 pts) _____
- Respond to pressing the "Start Game button" (Goes to the game "space" screen) (5 pts) _____

Quick button

Can you push the button and the screen is changed to the game screen with at least a background (5 pts) _____

The Game

- Game Viewport
 - Does the view port follow the ship around the screen (5 pts) _____
 - Can the ship go to the edge of the screen (does the view port stop moving when at the edge of the map) (5 pts) _____
- Draw the background (3 pts) _____
- Draw the background objects (3 pts) _____
- Draw the ship (could also be verified in the ship builder) (7 pts) _____
- Move the ship (7 pts) _____
- Fire projectiles
 - Does the projectile correctly leave the ship (4 pts) _____
 - Does the "attack sound" play (2 pts) _____
- Create asteroids
 - Do they move (3 pts) _____
 - Do smaller asteroids appear when larger ones are destroyed (4 pts) _____
- Draw the mini map (5 pts) _____
- (EXTRA CREDIT) Does the Quadtree code exists and is used (5 pts)* _____
- Is there correct collision behavior (4 pts) _____
- Transition to next level (3 pts) _____
- (EXTRA CREDIT) Next level transition (3 pts) _____

(*) means this part can't be verified at run time, but will have to be checked in source code.