Using the sample project “Records”

<https://bitbucket.org/MuddyGames/games-engineering-ii-erlang/src/master/records/>

Create a C "console application" which finds players that match input achievements

Setup GCC to compile C Code

<https://www.msys2.org>

Step by Step Guide

<http://feaforall.com/install-c-language-gcc-compiler-windows/>

**Marking Scheme**

|  |  |  |
| --- | --- | --- |
| **0 -35**  **(0- 35)** | **35-75**  **(35 - 75)** | **75-100**  **(75 - 100)** |
| * Implementation will achieve minimum functionality * Implementation may contain some syntax and/or run-time errors * Implementation code will be poorly commented and/or formatted * Implementation will contain basic features; application will not be tested properly * Implementation code will not follow applicable coding conventions | * Implementation will achieve expected functionality * Implementation will not contain syntax and/or run-time errors * Implementation code will be reasonably commented and/or formatted * Implementation will contain assignment features * Implementation will be tested to a reasonable degree * Implementation code will follow appropriate coding conventions | * Implementation will achieve advanced functionality * Implementation will not contain syntax and/or run-time errors * Implementation code will be well commented and/or formatted * Implementation will contain assignment features * Application will be expertly tested * Implementation code will follow coding conventions * Implementation will integrate with Console Application |