Year 9 IST Semester One Assignment One (20%) – Dodger Game

Name:

Marking Criteria:

Item	Mark	Total
Coding and Logic (15 marks)		
Game starts with a splash screen.	1	
The game commences after: • The player taps the screen or start button • 2 seconds	1	
Player character initially in the middle of the screen: • Left hand side for landscape orientation • Bottom for portrait orientation	1	
Enemies spawn and move towards the other side of the screen approx. every 3–4s	1	
The texture on the enemies is random (different image files with different sizes).	1	
The position and/or direction of the spawned enemies is randomised.	1	
Enemies move/fall at an appropriate speed.	1	
Score is displayed using a text component.	1	
Score increases by 1 point at regular intervals.	1	
Player contacts an enemy:	-	
o Game pauses	1	
o Alert (or similar) appears with the player's final score and a button.	1	
o Tapping the button goes back to the main splash screen, resetting the game.	1	
Implementation is true to the concept of the game.	1	
Implementation is playable showing good game design.	1	
Code Formatting (5 marks)		
Code comments – explaining the purpose of the code.	3	
Variable naming – reflecting the purpose of the variable using camelCase.	1	
Code formatting – indentation, whitespace	1	
TOTAL	**20**	