**600098 ACW 2021-22**

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| **Criteria** | **Ratings** | **Pts** |
| Game and Engine Features: Controls, screens/menus/HUD | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Game and Engine Features: Game environment and general lighting | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Game and Engine Features: Enemy drone | |  |  | | --- | --- | | **10 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 10 pts |
| Game and Engine Features: Portal and keys | |  |  | | --- | --- | | **10 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 10 pts |
| Game and Engine Features: Sky box | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Game and Engine Features: Sound effects | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Game and Engine Features: Simple collision detection | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Game and Engine Features: Implementation Choice | |  |  | | --- | --- | | **10 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 10 pts |
| Engine: Design | |  |  | | --- | --- | | **15 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 15 pts |
| Engine: Implementation | |  |  | | --- | --- | | **15 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 15 pts |
| Report: Game engine design and critique | |  |  | | --- | --- | | **10 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 10 pts |
| Report: Evaluation | |  |  | | --- | --- | | **5 to >0.0 Pts**  **Full marks** | **0 Pts**  **No marks** | | 5 pts |
| Total points: 100 | | |