

Final Exam Review

CS 165 – Object Oriented Software Development

Macbeth – Lesson 14.1

Agenda

- Opening Prayer
- Scripture
- Final Exam Review
- Asteroids Q&A
- Looking Forward

Scripture

Mosiah 4:19,21

For, behold, are we not all beggars? Do we not all depend upon the same Being, even God, for all the substance which we have, for both food and raiment, and for gold, and for silver, and for all the riches which we have of every kind?

And now, if God, who has created you, on whom you are dependent for your lives and for all that ye have and are, doth grant unto you whatsoever ye ask that is right, in faith, believing that ye shall receive, O then, how ye ought to impart of the substance that ye have one to another.

Asteroids Minimum Requirements

- To obtain an "A" on the Asteroid Project, you must meet the following minimum requirements:
 - The game starts with 5 large asteroids placed randomly on the board
 - Ship thrusts forward with up arrow and will rotate with left and right arrows.
 - Bullets are fired based on the direction of the ship and die after 40 frames.
 - Large rocks and Medium Rocks split (with correct angle and speed) per the project description. Small rocks do not split.
 - All objects wrap around the screen.
 - Descriptive comments added before each function (if implemented inline in the .h file, the comments need to be added there as well).
- To obtain bonus points, you must:
 - Meet all requirements above (including comments) – if not met, then no bonus points will be given.
 - Add additional functionality to the game.
 - Summary of additional functionality must be provided in the makefile comments

Looking Forward

- Last Day to Submit Any Missed Work is Wed, Dec 13th
- Final Exam – Wed, Dec 13th during class
- Final Asteroids Project – End of the day Wed, Dec 13th