

Computer Organization and Assembly Language Lab

Pac Man Game Project Rubrics

Level no.	Feature	Total Marks
Level 1	1. 1 st page – Name of game ----- 2 marks 2. Name of user (as an input) ----- 3 marks 3. 2 nd page – Menu ----- 5 marks 4. Pause screen ----- 3 marks 5. Instruction's screen ----- 2 marks 6. 3 rd page – Game Setup -----3 marks 7. Lives displayed and update if lost -----2 marks 8. Maze layout ----- 2 marks 9. Pac Man movement ----- 3 marks 10. Ghost and its movements -----5 marks 11. Collection of dots and then disappeared after collection ----- 5 marks 12. Score displayed on screen (update after dots collection) ----- 5 marks	40 marks
Level 2	1. Complex maze layout ----- 5 marks 2. Ghost's complex behavior ----- 5 marks 3. Bonus appearance in the form of fruits ----- 5 marks 4. Eating fruit bonuses adds extra score ----- 5 marks	20 marks
Level 3	1. Complex maze layout --- 3 marks 2. Fixed obstacles, hidden shortcuts, teleportation paths --- -- 4 marks 3. Addition of 2 new ghosts ----- 5 marks 4. Display end screen (username and score) ----- 3 marks	15 marks
File Handling	In sorted way 1. Names (of all users) ----- 5 marks 2. Scores (of all users) ----- 5 marks 3. Level no. (of all users) ----- 5 marks	15 marks
Bonuses	5 marks for each bonus feature	
Creativity	The more creative, the more marks you get	10 marks
Contribution	Percentage contribution of both members	-