Marking scheme for solution & software

COMP3702

Test cases	# solved test cases in a group			
group	1	2	3	4
A	3.25	3.5	3.75	4
C	4.25	4.5	4.75	5
D	5.25	5.5	5.75	6
E	6.25	6.5	6.75	7
F	7.25	7.5	7.75	8

COMP7702

Test cases	# solved test cases in a group			
group	1	2	3	4
B	3.25	3.5	3.75	4
D	4.25	4.5	4.75	5
E	5.25	5.5	5.75	6
F	6.25	6.5	6.75	7

A	3 ASVs, open environment	
B	3 ASVs, cluttered environment	Each test
C	4-10 ASVs, open environment	case group
D	4-10 ASVs, cluttered environment	consists of 4
E	11-15 ASVs, cluttered environment	cases
F	16 ASVs and above, cluttered environment	

During demo, the teaching staffs will provide one group of test cases at a time, from hardest to easiest.
We will not continue with the next group of test cases once your program solves at least one test case.
Solving a test case means find a solution that satisfies the requirements within the given time limit, at least 3 times out of 5 runs.

Code does not compile	0-0.75	Teaching staffs discretion
Code compiles but does not run	0.75-1.5	Teaching staffs discretion
Runs, but erroneous results	2.0-3.0	Teaching staffs discretion