

CSC 130 Final Grading Template

Student Name: Brian Mert

Notes? : _____

Algorithmic Requirements (Worth 32 points each)

Character moves in 4 directions? (Circle) Y/N

Character is controlled by W,A,S,D keyboard keys? (Circle) Y/N

Each direction character moves has animation that meets requirements of Checkpoint #3?

(Circle) Y/N

Edges of the screen on all four(4) borders has wall image(s) that visually contain the room?

(Circle) Y/N

The images have invisible bounding box collision buffers that are activated to prevent character from moving outside of the room?

(Circle) Y/N

Room has two items inside of the borders that contain collision buffers and are able to be examined as determined by the rubric?

(Circle) Y/N

Data Structure Requirements

Image Data Java collection?
(ArrayList), Queue, or Stack

Y/N

(19 points)

Custom data type for collision buffer object?

Y/N

(20 points)

*No custom type
found. (-20)*

Container that holds collection of collision objects?

Y/N

(19 points)

*No collection of
custom type
(-19)*

Possible Deductions?

Using scrolling instead of single screen level (-10 pts) Y/N

No ground tile (solid black under feet)? (-5 pts) Y/N

Project lacks package structure (-25 pts) Y/N

Total Points for project: 211