CS3217

Problem Set 4

Matric No
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Total Score: **107** /130

Item	Score	Remarks
Problem 1	10 /10	
Problem 2	0 /4	Looks like not attempted 🙁
Problem 3	4 /4	- The anchor of your cannon is a bit off.
Problem 4	4 /4	- Can the game terminate if I play with chaos mode with all the circle pegs trapped by the triangle pegs?
Problem 5	8 /8	
Problem 6.1	8 /8	
Problem 6.2	8 /8	
Problem 6 subtotal	16 /16	
Problem 7	7 /12	-5: Triangles can't be packed close to each other (see triangle.mp4) - Collision between the ball and triangle peg weren't accurate too.
Problem 8	4 /8	- Pegs can overlap from scaling (see scale.jpg)
Problem 9	8 /8	
Problem 10	4 /4	
Problem 11	32 /40	
Problem 12	8 /8	- Did not test overlapping pegs in level designer from scaling. Otherwise, good job.
Problem 13	4 /4	
Issues	-8	-1: can still place pegs over the white line -5: Memory leak: you pushed a new view than dismissing the game view. See memory.png. -2: Could break your game under this scenario (see broken.mp4)
Reflection bonus	10 /10	
Coding style deduction	-4	-1: lower acl than parent violation -1: all interface orientations must be supported warning -2: SLAP
Late penalty	0	
Playtesting comments		
Comments		Great work for finishing PS4!