Object Oriented Project Evaluation Sheet

Student Information	
Name:	Section:
Roll no:	Department:

Level 1	**Student's Evaluation**	**Examiner's Evaluation**
Lower paddle is moving with mouse.	/3	
Ball is a circle, moving properly	/3	
Ball is reflecting back with a paddle	/3	
Ball is reflecting with walls (left,right & top wall)	/3	
Initially score is zero, increments on brick destruction.	/2	
Ball is falling down (fails to collide with paddle), life count is decremented by 1	/3	
If ball falls down, and the player has more life the game resumes and ball position is set to the initial position	/3	
Brick pattern is a rectangle	/2	
Brick pattern has all types of brick (green,pink,blue & red), placed randomly	/7	
Ball collides with brick and is reflected with four sides of brick (up,bottom,left & right).	/4	
Brick is getting destroyed when collides with a ball (if counts get zero) & generate powerUp or down i.e green brick gets destroyed with one collision count = 1, generate green power up Four Types of bricks (3+3+3+3)	/12	
The power ups & downs are falling downwards.	/5	
The power ups & downs have different shapes (triangle, square etc) [2*5]	/10	
Following functionalities are implemented on power-ups and downs: ● Green power-up is increasing the paddle size ● Pink power-down is reducing the paddle size ● Blue power-up is slowing down the ball speed for 5 seconds ● Red power-down is increasing the ball speed for 5 seconds ● Yellow power-up is adding two more balls for 5 seconds	/20 (4 marks each)	
Level 2		
Brick pattern of level 2 (contains all types of bricks)	/5	
Ball Reflection on collision with paddle, walls & bricks. Bricks get destroyed, score increments, lives decrements on ball falling, power ups & downs display & functionalities (All rules of level 1 are same for level 2, only pattern is different).	/2	
Level 3		
Upper paddle displayed & moving with keyboard.	/8	
Brick pattern of level 3 (contains all types of bricks)	/3	
Brick Pattern is implemented with recursion	/6	

Ball Reflection on collision with upper & lower paddles	/5	
Ball Collision walls & bricks. Bricks get destroyed, score increments, lives decrements on ball falling (for both paddles)	/3	
power ups & downs display & functionalities effects both paddles	/6	
General Points		
Game ends when all lives are lost.	/5	
Correctly following the submission instructions	/2	
Code quality (comments, indentation etc)	/2	
File handling: Save score of current game in a file.	/5	
I have made global functions in my code (encircle the option)	yes no	-100 +0.5
Only one global variable (encircle the option)	yes no	+0.5 -100
Implemented Brick, Food, Paddle & Ball as essential classes	yes no	+0 -100
Bonus: Separate header and cpp files. (2) Ball color changes to brick color after collision. (2) Paddle color changes to ball color after collision.(2) Polymorphism and copy constructor is used.(2+2) Score bar , your roll num/name & highest score is displayed on game window (0.25+0.25+0.25+0.25) 	/11	
OOP concepts such as composition, aggregation, inheritance, encapsulation and polymorphism are not used in the project	-200	+0 -200
	Total:	**/135**

Your assumptions (if any):