Project 3 Theme Park

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_

ID \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ID\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- |
| Criterion | Target | Score | Comment |
| Upload   * Source code * Executable file * User manual * Tech document * 1.5~3minute introduction videos |  |  | If you did not finish this, you cannot get any score. |

* Check Point #1: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ (10)
* Check Point #2: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ (5)
* Final Demo score: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (238)
* Total: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Total = (Check Point #1 + Check Point #2 + Final Demo)
* The maximum number of points is 110.

Check Point #1 (11/22)

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| --- | --- | --- | --- |
| Criterion | Target | Score | Comment |
| Basic system   * User Interface with top-down view * User Interface with train view * A track with C1/G1 * Have a train * Lighting * Animated the things * Program is proper documented * Train is proper oriented * Some scenery * Slider to control the speed of the train * Tension control of a spline * Arc Length Parameterization   Draw nicer looking tracks   * Parallel rails * Rail ties | 10 |  | If you did not finish this, you cannot get any score. |