

COMP3419 – Marking Procedure (Option1)

General Marking Procedure

As requested in the assignment specification, students are expected to complete this assignment through two sections, including the Canvas Submission and the Live Demonstration, while our teaching team would evaluate students' submissions from two sections, namely, the **Demonstration Checking** and **Post-Demonstration Checking**.

- During **Demonstration Checking**, students are required to notify their tutors *what-requirements-have-been-reached* **with demo examples**.
- During **Post-Demonstration Checking**, the teaching team would only reproduce these results (that claimed as reached by students) from the zip files they submitted to Canvas, and further check the correctness of detailed implementations of these requirements.
- For the requirements that are not claimed as completed by students (and/or requirements that not satisfactorily presented with demo examples in the **Demonstration Checking**), tutors will not check their implementation correctness during the **Post-Demonstration Checking**, with marks deducted correspondingly.

Key Information & General Marking Policy

Refer to the section 1 & 2 from the assignment specification.

Detailed Requirements/Expectations

Sections	Requirements	Marks
Task A	(A1) Motion estimation is captured by macro-block matching algorithm, and the SSD calculation is implemented correctly.	2
	(A2) Arrows can indicate the movement of the monkey in most frames.	1
Task B	(B1) Dynamic background replacement.	1
	(B2) The replaced object can follow the motion pattern of the monkey (Marionette replacement implemented with simple shapes, such as dots, lines and etc, would be awarded 0.5 mark).	1
Task C	(C1) Random texture	1
	(C2) Ball shot away in random direction	1
	(C3) Bouncing works between balls and walls	1
	(C4) The speed of the balls drops as time goes on, due to the gravity	1
	(C5) Balls eventually fall to the ground and stop	1
	(C6) Collision works between balls without weird behaviors (e.g. balls stick together, vanishing balls and etc.).	2
Report	(R1) Task A	3
	(R2) Task B	2
	(R3) Task C	1