

## **Grading Criteria**

### **Comp132 Term Project Grading Criteria**

Note: Any improvements mentioned in the README file which does not remove base functionality will not affect these points.

Note: You are expected to arrange the grading demo with your TA during the week of May25th. There will be no objection period - the project will be graded during the demo. (the only exception for arranging another time for grading demo is a valid health report which covers the whole week).

1. Game Rules - (Total: 30 points)
  - a. Paddle moves correctly (5 points)
  - b. Ball moves parabolically (10 points)
  - c. Points increase on paddle bounce (5 points)
  - d. Lives decrease when ball hits bottom/game ends when lives reach 0 (5 points)
  - e. Timer works on screen/level increases when timer reaches 0 (5 points)
2. Play/Pause Button works (5 points)
3. Stellar Objects - (Total: 15 points)
  - a. Star increases points (5 points)
  - b. Meteorite increases ball speed (5 points)
  - c. UFO decreases lives (5 points)
4. Ball collisions work properly (at least image bounding box) - (Total: 20 points)
  - a. Collisions with paddle is correct (10 points)
  - b. Collisions with walls are correct (10 points)
5. Ball speed increases every time the level changes (5 points)
6. GUI - (Total: 15 points) (minimum 3 areas)
  - a. Score/Information area: has score, time, level, and lives (5 points)
  - b. Game playing area (5 points)
  - c. Button area (play/pause buttons) (5 points)
7. Stellar objects are positioned randomly w/o intersection (5 points)
8. Animation smoothness (no jagged movements) (5 points)

## **Deductions**

9. If program crashes sometimes (-10)
10. Program crashes frequently making game practically unplayable (you will get max 20)
11. Program shows erratic/wrong behaviour sometimes (-10)
12. If you cannot change/add randomness in initial ball position/velocity during demo (-5)

## **Project Assignment - Space Pong**

Read the project documentation.

### About submission:

- Remember that code copy-paste is not allowed. You can utilize any resource to get inspired, learn etc. But you should not copy-paste code, you should type yourself.
- The project documentation specifies the minimum functionalities to be completed. Your project will be tested if all the specified functionalities work or not (such as pause/start button. all the information to be shown/calculated, ball, paddle, stellar objects behavior, smooth animation etc). So, we will check for the specified behaviour provided in the document, You will get credit for each specified behavior (get credit if works correctly).
- For the parts that are not specified in the project document, you are free to make the decision.
- You are allowed to improve the game, or change the colors, images, speed of the ball etc.
- Provide a README file with your project that specifies the following
  - references to any resources that you used extensively.
  - listing any changes and additions in the game
  - Name of the class that contains the main method, (and instructions to run your program in case it requires any command line arguments etc).
- Term project source codes will go thru automatic code similarity check. If you code yourself, (that is, no copy-paste), there should not be a significant similarity with others or with programs available in the internet. There could be small similar sections where java swing library API - that's ok. But overall source code, its logic and structure will not be significantly similar if you don't copy-paste code. Make sure you provide references to resources that you got inspired for solution/implementation.
- Bonus - extensive improvements will be considered for bonus (if it works) and specified in the discussion forum in advance, Discussion made in the last 4 days will not be considered. These improvements should be specified in the readme file (referencing the discussion forum thread).  
NOTE: bonus is not automatic (That is, not every improvement will get bonus).

### What to submit

- README file.
- One zip file of your project (eclipse project).

**Deadline:** May 21, end of the day.

**Late Submission:** May 23, end of the day. Penalty: 1 point per hour will be taken off.