

IN3026: Advanced Games Technology

Coursework marking scheme

Student	
Marker	Dr Chris Child

Marks available for each section:

Part 1: 25%	Basic game modelling
Part 2: 25%	Camera, meshes, lighting, FX
Part 3: 25%	Physics, AI, and gameplay
Part 4: 25%	Report and source code

	Marking criterion	Mark	Out Of	Comments
Part 1: Basic game modelling (25%)	Intro screen with keyboard/mouse controls		4%	
	Objects using OpenGL primitives with texture coords and normals (at least three objects)		9%	
	New skybox (no seams) and terrain (not stretched)		3%	
	Audio (min. three sounds synchronised to game events, new background audio)		5%	
	Head's up display		4%	
Part 2: Camera, meshes, lighting, FX (25%)	Camera motion technique		6%	
	Mesh based objects: text., scale, trans., rot. (3 objects)		7%	
	Use of lighting or colouring effects (2 lights)		6%	
	Special effects (two techniques)		6%	
Part 3: Physics, AI and gameplay (25%)	Use of game physics (three techniques)		7%	
	Non-player characters / AI (four NPCs)		8%	
	Gameplay elements: power-ups, combos, timers (two techniques)		10%	
Part 4: Project report and source code (25%)	Overview, asset/library listings		5%	
	Features implemented (Parts 1 - 3): Listing, implementation, results		10%	
	Discussion		5%	
	Source code design, organisation, and coding style		5%	
	Reference external source code (plagiarism check only)		0%	
Total			100%	