

CS 480/680: Computer Graphics Fall 2012 Labyrinth Demo Day – 10/10/2012

Evaluator:		Please Circle one (480 or 680)
Project By:		Please Circle one (480 or 680)
Basic (35 Pts)		
 Board 	(3 pts)	
 Walls 	(3 pts)	
 Maze 	(4 pts)	
 Holes 	(4 pts)	
• Start/Finish	(3 pts)	
• Ball	(5 pts)	
 Controls: Mouse 	(5 pts)	
 Controls: Keyboard 	(5 pts)	
		SUBTOTAL
Physics (20 Pts)		
 Board rotates (accurately and smoothly) 	(8 pts)	
 Ball Moves (accurately and smoothly) 	(8 pts)	
• Collisions (does ball go into wall? -2)	(4 pts)	
•		SUBTOTAL
Menus (5 Pts)		
• Start	(2 pts)	
• Pause/Resume	(2 pts)	
• Exit	(1 pt)	
		SUBTOTAL
EC for 480, Required for 680		
 Physics: Ball Bounces off walls properly 	(5 pts)	
 Physics: Ball Falls through Holes 	(5 pts)	
Menus: Settings	(3 pts)	
		SUBTOTAL
EC for All: Note 20 pts Max on ALL EC		
 Textures 	(5 pts)	
 Sounds 	(3 pts)	
 Timing-and-Best Score 	(2 pts)	
Ball Rotation	(2 pts)	
• Lights	(5 pts)	
Multiple mazes (levels)	(2 pts)	
	(pts)	
	(pts)	
		SUBTOTAL

 Documentation and Code (40 Pts) Project Overview (listed EC,) User Manual (with Screen Shots) Tech Manual (Issues, What they would do differently,) Presentation (Folder, Cover Sheet,) Code (Compiles, Documented) 	(2 pts) (9 pts) (9 pts) (10 pts) (10 pts)	SUBTOTAL	
	GRAND TOTAL:		
MISC: • Is this better than the one you did?			
Should this project be nominated for Best in the class?			
• Comments:			