Spring 2024: Object Oriented Programming Project Evaluation

Student Information

Name:

Roll#:

Section:

Evaluation Rules:
Assign yourself full marks if you claim a complete implementation of the given Question.
Assign yourself zero marks if you have missed the implementation of the given Question.

Sr#	Self Evaluation Sheet		
	Correct use of OOP concepts (Class Design)	**Obtained Marks**	**Total Marks**
1	Polymorphism and Inheritance (single/multi-level) Abstract classes and virtual/pure virtual functions (Early binding & Late binding)		45
	Game		
2	Display proper menu (levels, highest score, instructions, restart, game over. etc)		5
3	Pause/Resume Game		4
4	Display highest scores of top 3 players and display of badges		6
	Plants		
5	Shooting Mechanism a. Peeshooter b. Repeater c. Snow Pee		5
6	Production of sun on every 10 seconds		5
7	Variability in drop time interval for each peeshooter		5
8	Blocking of Zombies from advancing		5
9	Explosion and elimination of all zombies in the vicinity.		5
10	Rolling Mechanism of Cherry Bomb		5
	Lives		
11	Decrement live when zombie reaches home.		5
	Zombies		
12	Variation in speed of each zombie type		5
13	Movement Patterns of Zombies a. Forward movement b. Left & Right Movement c. Diagonal Movement		7
14	Damage tolerance of each zombie (factors such as the number of hits they can withstand before being defeated)		7
15	Ability of zombie to summon other zombies		6
	Currency		
16	a. 100 sun for peashooter & sunflower b. 200 sun for repeater c. 50 sun for wall-nut d. 150 sun for cherry bomb		10
	Levels		
17	Level of games with respect to different objectives, challenges and rewards.		5
	File Handling		
18	Store names of all players with badges & updated highest score in descending order.		10
	Bonus		
19	Store state of game at any instance		30
20	Other bonus such as implementation of any new feature. Each bonus feature carries 1 mark.		2
21	Levels Implementation (4 - 6). Each level carry one mark		3
	Marks Deduction		
22	Plagiarism Deduction (will result in F Grade)		-200%
23	Wrong or Incorrect use of OOP Concepts would result in marks deduction no matter how perfectly the game works.		
	a. 50% marks deduction		-50%
	b. 100% marks deduction		-100%
24	Use of global variable		-10
25	**Deliverable 1 (Submitted Class Diagram + Updated Class Diagram)**		30+10
	Marks + Bonus [185 + 35]		

Evaluator's Name:
Evaluator's Comments: