

CS110 Project Grading Sheet

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Project Description: Our game is called "Super Princess Peach." In the game, it is Princess Peach's job to save Mario, who has been kidnapped by Bowser. In story mode, the player, by playing a series of three minigames, "Brick Breaker," "Simon," and "Snake," will be able to help Peach save Mario. In mini game mode, the player can choose whichever of the three games he or she wants to play. We used Python and Pygame to create this game.				
Grading Criteria:	Description:	Evaluation:		
Difficulty Level 10%	Size of undertaking, use of extra material not covered in class	Comments:		
Score:				
Design 30%	Use of classes to decompose and structure project	Comments:	Name of Logic Classes:	
Score:			BrickBreaker StoryMode MiniGameMode	
			Simon Snake	
			Name of GUI classes:	
			MiniGameMode GameOver WelcomeScreen Credits	
StoryMode SpriteSheet MiniGameMode				
Quality of Code 25%	Correctness, program layout, logical clarity, internal doc, use of control structures, adherence to proper coding style	Comments:	Correctness:	
Score:			Layout:	
			Clarity:	
			Internal documentation:	
			Control structures:	
			Coding style:	
User Interface 20%	GUI design, ease of use, handling of user input errors	Comments:		
Score:				
Demo 15%	Quality and thoroughness of User's Manual. Ability to explain and answer questions and individual contributions	Comments:	Name:	Contribution:
Score:			Adam Melissa	Simon, brick breaker, story mode, snake, manual, credits, game over, minigame mode, welcome screen, block, spritesheet, main module
			Samantha Amy	Simon, brick breaker, story mode, snake, manual, credits, game over, minigame mode, welcome screen, block, spritesheet, main module
Extra: 0.5 pts each	Features/extras not covered in class	List each:		8. handling collisions between objects
Score:		1. pygame		9. handling arrowkey movement
		2. Sprites / spritesheets/ images		10. having different game modes to play in
		3. music and sounds		11.
		4. animating images		12.
		5. Getting an object to stay on the screen even when it hits the edge of the screen.		13.
		6. writing text on screen		14.
		7. creating/moving shapes		15.
		Early Demo Points:		
Score:				