CS 224 Object Oriented Programming and Design Methodologies
Habib University
Spring 2020

Project:

You have to implement a game using SDL 2.0. You are free to use external assets for your game provided their sources are duly acknowledged. The game must incorporate the following features. You'll be working in a team of 4 members.

Create a YouTube channel or playlist for the project which will contain the project progress videos. Submit links to project progress videos during the development of the project. Progress videos are to be submitted every Friday, starting from Friday 5th June, with the last progress video submitted on Friday, 26th June. Final project submission will be on

Grading:

- **Project Idea (carries no marks):** You need to submit the project idea and group composition by 13th April. It'll be shortly reviewed, and approved for implementation.
- ***UML and Project Synopsis (carries 10% of overall project marks):*** You need to submit a brief of your project, graphics and screens-shots, and a detailed UML of project by Friday 17th April.
- ***Project Mid Evaluation (carries 20% of overall project marks):*** Mid evaluation will be done in the week June 08 – 12. Some partial implementation of your project would have been done by that time.
- ***Weekly Video(carries 20% of overall project marks):*** A short video is uploaded on Youtube, every week, explaining how you're implementing the project.
- ***Final Evaluation (carries 50% of overall project marks):*** Final evaluation will be done in the last week i.e. (June 22 – 26). Detailed rubric for final evaluation is given below.

PROJECT RUBRIC

Submission	Project was submitted on time	5
Warnings	The code had no warnings	5
Errors	The code had no errors	5
Comments	The code was properly commented	5
Modularity	The code was modular	5
Coding	The code had proper Indentation and was easy to understand	5
Memory Management	All the memory is managed properly.	5
Presentation	A very good presentation was given	5
Graphics	The graphics were clean and free from artifacts	5
Playability	The controls were intuitive and the game was easy to play	5
Design	A revised UML design document was submitted in the end	10
Inheritance	Inheritance, polymorphism and abstraction was used to good effect	10
Operator Overloading	Operator overloading was used properly	10
Demonstration is given in exam week	During the exam week a demonstration will be given	10
Completeness	All project requirements were met as mentioned in the UML	10

You will receive a score of 0, 1, 2, or 3 on each of the categories above.