CO1301: Assignment 2: Hover Racing: Marking Scheme	Student:

Additions Based on Milestones		Task Total	Task Achieved	Milestone Total	Milestone Achieved
M1	Basic scene setup	10		**10**	
M2	WASD keys: Hover basic movement	3		**10**	
	Collision detection and resolution between hover and walls	7			
M3	Backdrop implemented correctly	5		**15**	
	Backdrop image better than the default image provided	2			
	Game FSM	8			
M4	Free-moving camera	3		**15**	
	Third-person camera	4			
	First-person camera	4			
	Surveillance camera	4			
M5	Non-linear piste with at least 5 checkpoints, one of which contains narrow wall	2		**10**	
	Water tanks occasionally encountered in piste	1			
	Half-buried water tank	1			
	Collision detection and resolution with all objects	6			
M6	Hover has inertia and variable speed within limits	3		**15**	
	Hover loses speed due to friction	2			
	Speed readout	1			
	Realistic collision resolution (bouncing backwards)	3			
	Hover floats convincingly	2			
	Hover boost functionality	4			
M7	Opponent hover	9		**15**	
	Opponent is collideable	3			
	Hover health points	3			
M8	Circular piste with laps showing on backdrop	2		**10**	
	Crosses appear upon collision with checkpoints, for a few seconds	3			
	Player position status	3			
	Hover leans on turns, and banks backwards on acceleration	2			
M9				**∞**	
		∞			
	Additions Total			**100**	

Deductions Based on Code and Report		
Comments and indentation	-3	
Meaningful variable names	-2	
Enums or macros for states	-2	
Magic numbers	-3	
Modularisation using functions	-7	
Variable timing on all moveable objects	-7	
Arrays	-8	
Classes	-8	
Report	-10	
Deductions Total	**-50**	

Assignment Total		**100**	