

CS 1371 Fall 2012 Homework 11 Rubric

CannonBall – 15 points

- Cannon ball exists – **5 points**
- Cannon ball is a solid object – **5 points**
- Cannon ball was created through a body of rotation – **5 points**
 - If Sphere function is used, no points

CylindArrs - 15 points

- Cylinder exists – **3 points**
- Cylinder is a solid object – **4 points**
- Cylinder was created through a body of rotation – **4 points**
- Cylinder is created around the correct axis – **4 points**
 - If cylinder function is used, no points

makeShip - 15 points

- Ship exists – **5 points**
- Ship is a solid object – **5 points**
- Ship was created through a body of rotation – **5 points**

rotateAxis – 15 points

- Rotates around the correct number of degrees/radians – **5 points**
- Rotates around the correct axis – **5 points**
- Rotates counter-clockwise – **5 points**

pirateShip – 40 points

- A cannon ball appears through the entire animation after being shot – **5 points**
- The ship is visible for the entire animation – **7 points**
- The ship moves around a circle – **7 points**
- The ship moves as a cohesive unit – **7 points**
- The cannon is visible for the entire animation – **7 points**
- The cannon is rotated by an angle – **7 points**

Extra Credit – MAXIMUM of 24 Points (4 points each)

Extra credit can be any creative additions you would like to add to your animation. All changes will need to be placed in the comments section located at the bottom of your pirateShip.m submission file (If you don't fill out the comment section, no extra credit points will be awarded). Some examples include:

- Add a background (waves, sky, clouds)
- Change the bodies of rotation colors
- Impose an image on a bodies of rotation