Program compilation: 10

[10]   Clean compile (no warnings)

Program source code organization: 35

[10]   Interrupt-driven single-tap detection
~~[5]   Builds upon code base created for HW6~~
[10]   Top-level state machine implementation
[5]   Delays implemented with timers
[10]   Readable, well-structured code, with appropriate commenting

Program operation: 45

[5]   Initial splash screen
[10]   Random initial placement of human player and zombie(s)
[10]   Human player's motion is proportional to the PmodACL tilt
[10]   Zombie player(s) move towards the human player
[10]   Score provided when the game is over

Submission: 10

[10]   Document provides detailed instructions on how to use the game

Total points: 100

Bonus points: up to 50

Example bonus features: higher resolution, different speeds or difficulty levels, more than one zombie, special effects, artistic glyphs, accurate modeling of gravity, obstacles, weapons, …

Notice: The "plug-n-play" capability from HW6 will not be required for Lab4. However, if implemented, it will receive 5 bonus points for Lab 4.