

Institute of Computer Science  
**CMSC 22: Object-Oriented Programming**

1st Semester, 2021-2022

**MINI PROJECT GRADING CHECKLIST**

**Grading Scheme:**

Completeness	50
User Experience	15
Mini Project Grade	65 * Peer Evaluation (if by pair)
Defense/Presentation	20
Design/OOPness	15

**Individual Student Grade      Mini Project Grade + Defense + Design/OOPness**

Example: (StudentA and StudentB paired up for the mini project, Mini Project Grade = 60)

Student A

Mini Project Grade = 60 \* 80% evaluation = 48

**StudentA Final Grade = 48 + 15 + 10 = 73**

StudentB

Mini Project Grade = 60 \* 100% evaluation = 60

**StudentB Final Grade = 60 + 15 + 10 = 85**

**Grading Checklist:**

You may use this checklist to have an idea on specific features we want to see in your project:

**Mini Ship Shooting Game**

	COMPLETENESS		USER EXPERIENCE
<b>Ship</b>			
	Can shoot bullets when the spacebar is pressed		The bullets spawn where the ship currently is
	Strength is reduced when hit by fish		
***	Can move around the screen 10 px at a time		
<b>Bullet</b>			
	Moves from ship to right of screen		Disappears when edge is reached or when collides with fish
	Kills collided (normal) fish		
	Deducts health from collided boss fish		
<b>Fish</b>			
	Initially 7 fish spawned at the start		Killed/disappears when hit by a bullet
	Spawns 3 more every 5 secs		
	Moves from right to left of screen at random locations and speed		

		Deducts strength to ship when hit			
	<b>Boss Fish</b>				
		Appears after 30 seconds when the game started			Appears bigger than the other fishes
		Reduces 50 from the ship strength when it hits the ship			Disappears from the screen when it dies
		Dies when health is 0			
	<b>Power-up</b>				
		<b>Pearl</b>			
		Appears every 10 secs at random location			Disappears when collected by the ship
		Shown for a duration of 5 secs			Added health to the ship is reflected in the status bar
		Collection of pearl adds 50 strength to ship			
		<b>Star</b>			
		Appears every 10 secs at random location			Disappears when collected by the ship
		Shown for a duration of 5 secs			Added health to the ship is reflected in the status bar
		Collection of star provides immortality to the ship for 3 seconds			
	<b>Game</b>				
		Theme of the game is changed from pirate ship/fish			Status bar displaying countdown timer, ship strength, and fish killed
		Correct display of countdown timer, ship strength, and # of fish killed			Screen displaying winner or loser
		Game ends when ship's strength reaches 0 (lose)			
		Game ends after 1 minute and ship is still alive (win)			
		Splashscreen			
		New Game button (game start)			
		Instructions Button (Instructions scene appears)			
		About Button (About scene appears)			

\*\*\*Already working in the provided template

#### BONUS:

1. Boss fish shoots something
2. Additional power-up/s