CE203 2017 Assignment 2 - Marking Sheet

Name:

Criterion		Mark
GUI of Application	Initial setup as specified **and specific to** game type	/5
	Display of registration number	/5
Shape classes	Each shape in own class extended from abstract class	/5
	Shapes all can be drawn and held in collection	/5
Event handling	Functioning keyboard event handler class	/5
	Functioning mouse event handler class	/5
Scores	Scores can be stored in a text file	/5
	Top 10 over all-time can be retrieved	/5
Report	Structure	/5
	Functionality	/5
Object-oriented programming	Access control	/5
	Decomposition	/5
Game	Use of shapes to create game environment	/10
	Use of event handlers to allow interaction	/10
	Playable game	/10
	Allocation of score at end	/5
	Ranking of score and display of top 10	/5
Total mark		/100