CS3217

Problem Set 4

Matric No
A0218081L

Name
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Total Score: **105** /130

Item	Score	Remarks
Problem 1	10 /10	
Problem 2	4 /4	
Problem 3	4 /4	
Problem 4	4 /4	-1: You Win immediately when hitting the last orange peg. This is contradictory to your stated Win/Lose condition. It should be that You Win only when the orange peg is removed, i.e., when the ball falls off the screen.
Problem 5.1	8 /8	
Problem 5.2	6 /8	-2: Spooky ball loses velocity when it reappears at the top
Problem 5 subtotal	14 /16	
Problem 6	2 /4	-2: Rectangle blocks absorb ball's momentum
Problem 7	4 /4	
Problem 8	4 /4	
Problem 9	6 /8	-2: Dodge mode win condition - can win even though the ball hits pegs
Problem 10	8 /8	
Problem 11	8 /8	
Problem 12	4 /4	
Problem 13	33 /40	
Bells and whistles		
Problem 14	8 /8	
Problem 15	4 /4	
Issues	-5	-5: Partial overlaps during collisions
Reflection bonus	0 /3	
Coding style deduction	-7	-1: Line Length Violation -1: Inclusive Language Violation -1: Class Delegate Protocol Violation -1: Type Body Length Violation -1: Identifier Name Violation -1: Trailing Whitespace Violation -1: Cyclomatic Complexity Violation
Late penalty	0	
Playtesting comments		Good job on the physics engine to make the zombie pegs smooth! Nice customisation as well.
Comments		Good job on completing PS4! Can tell you put a lot of effort into it. All the best for the final project and STePS!