CET - 350 Technical Computing using Java
Group Program 6 Points _____   Score _____
Group _____   Name _____
Name _____   Name _____

The Cannon VS ball Application Program
             Program header contains:
1   _____   group members names
1   _____   group number
1   _____   course number
1   _____   e-mail addresses
1   _____   Program is named CannonVSBall.java
5   _____   The program is commented.
5   _____   The program includes specified and properly working Scrollbars.
5   _____   The program includes specified and properly working menu (control, size, & environment)
5   _____   The program has specified and properly working menu checkboxes (size, speed, planets)
5   _____   The program has specified and properly working menu shortcuts (pause & run)
5   _____   The program draws the cannon properly at all angles.
5   _____   A single left click on the cannon, fires the cannon ball.
5   _____   The ball moves correctly and interacts with the objects correctly.
5   _____   Rectangles are added as specified.
5   _____   Rectangles are removed as specified with a double left click.
5   _____   The rectangles will be destroyed when hit by the cannon ball.
5   _____   The projectile leaves and reenters the screen correctly.
5   _____   Inform the user if the projectile will not be reentering the screen.
5   _____   The cannon ball follows correct projectile motion and does not bounce.
5   _____   The cannon will be destroyed when hit by the ball.
5   _____   The ball will be destroyed when the cannon ball hits it.
5   _____   Time and distances are appropriate.
5   _____   The program keeps track of the scores correctly.
5   _____   Completed task sheet.