Please fill this in then print it and give it to the marker when you have CW3 marked.

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. Student id: \_\_\_\_\_\_\_\_\_\_\_\_\_

C++ Programming, Coursework 3 mark sheet

|  |  |  |
| --- | --- | --- |
| Mark | Requirement | What you did (short explanation) |
|  | **1) Create an appropriate sub-class of BaseEngine with an appropriate background which is different from the demos** |  |
|  | **2) Show your ability to use the drawing functions** |  |
|  | **3) Provide a user controlled moving object which is a sub-class of DisplayableObject and different to the demos** |  |
|  | **4) Ensure that both keyboard and mouse input are handled in some way and do something** |  |
|  | **5) Provide an automated moving object which is a sub-class of DisplayableObject and different from the one in requirement 3** |  |
|  | **6) Draw some text on the background** |  |
|  | **7) Have some changing text, refreshing/redrawing appropriately which is drawn to the foreground (not background), in front of moving objects** |  |
|  | **8) Create your own subclass of TileManager** |  |
|  | **9) Have at least one moving object interact correctly with the tile manager, changing a tile** |  |
|  | **10) Have at least two moving objects interact with each other** |  |
|  | Your program crashes on exit or has a clear memory leak. (Lose 10% of your mark.) | |
|  | Your program crashes at least once during its operation. (Lose 20% of your mark.) | |
|  | Your program crashes multiple times. (Lose 30% of your mark.) | |
|  | Your program crashes frequently. (Lose 40% of your mark.) | |
|  | Your program has some odd/unexpected behaviour/errors. (Lose 10% of your mark.) | |
|  | Your program has a lot of unexpected behaviour/errors. (Lose 20% of your mark.) | |