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

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| --- | --- | --- |
| 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** | Blue background – sky  Yellow circle - sun |
|  | **2) Show your ability to use the drawing functions** | Drawing images, etc. |
|  | **3) Provide a user controlled moving object which is a sub-class of DisplayableObject and different to the demos** | Player – move left and right and jump  Arms (sword and gun) – point at cursor |
|  | **4) Ensure that both keyboard and mouse input are handled in some way and do something** | Left arrow – move left  Right arrow – move right  Spacebar – jump  Move mouse – point at mouse cords  Left click – use sword  Right click - shoot |
|  | **5) Provide an automated moving object which is a sub-class of DisplayableObject and different from the one in requirement 3** | Enemy (basic without pathfinding, that will be added in cw3) |
|  | **6) Draw some text on the background** | Score – increase when you get a kill  Lives – decrease when you die |
|  | **7) Have some changing text, refreshing/redrawing appropriately which is drawn to the foreground (not background), in front of moving objects** | Score – increase when you get a kill  Lives – decrease when you die |
|  | **8) Create your own subclass of TileManager** | Will be the grid based world |
|  | **9) Have at least one moving object interact correctly with the tile manager, changing a tile** | Bullet spawned by player when they shoot – if they shoot a block i.e. wall, switch to the respective tiles ‘shot’ texture  i.e.  wood[0]->wood[1]->wood[2]->empty space  as in each time you shoot the wood it goes to a more broken texture, then it will break and will become free |
|  | **10) Have at least two moving objects interact with each other** | Player and enemy?  Or maybe player and friendly? |
|  | 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.) | |