IN3026: Advanced Games Technology
Resit Coursework marking scheme

Student	
Marker	Dr Chris Child

Marks available for each section:

Part 1: 25%	Basic game modeling
Part 2: 25%	Camera, meshes, lighting, FX
Part 3: 25%	Physics, AI, and gameplay
Part 4: 25%	Report and source code

	Marking criterion	Mark	Out Of	Comments
Part 1: Basic game modeling (25%)	Intro screen with keyboard/mouse controls		3%	
	Objects using OpenGL primitives with texture coords and normals (at least three objects); new skybox and terrain		10%	
	Audio (min. three sounds synchronised to game events, new background audio)		6%	
	Head's up display		6%	
Part 2: Camera, meshes, lighting, FX (25%)	Final camera motion technique		6%	
	Mesh based objects: text., scale, trans., rot. (4 objects)		7%	
	Use of lighting or colouring effects (3 lights)		6%	
	Special effects (three techniques)		6%	
Part 3: Physics, AI and gameplay (25%)	Use of game physics (four techniques)		7%	
	Non-player characters / AI (five NPCs)		8%	
	Gameplay elements: power-ups, combos, timers (three techniques)		10%	
Part 4: Project report and source code (25%)	Overview, asset/library listings		5%	
	Features implemented (Parts 1 - 3): Listing, implementation, results		10%	
	Discussion		5%	
	Source code design, organisation, and coding style		5%	
	Reference external source code (plagiarism check only)		0%	
Total			100%	