FOP Assignment 2 Marking Guide

Timesteps (5%)

- Command line parameters are implemented **(2 marks)**
- Timestep loop functions correctly **(3 marks)**

Objects (10%)

- Creating human and vampire objects with relevant instance variables and methods **(4 marks)**
- Initialising the vampire and human's health and age **(3 marks)**
- Updating the vampire and human's health and age **(3 marks)**
- If no objects were used **(-10 marks)**

Movement (10%)

- Vampires and humans can't go off the map **(2 marks)**
- Vampires move correctly **(4 marks)**
- Humans move correctly **(4 marks)**

Interactions (20%)

- Human and human interaction **(3 marks)**
- Human to vampire interaction **(3 marks)**
- Vampire to vampire interaction **(3 marks)**
- Human to food (2 marks), water (2 marks) & garlic (2 marks) interactions **(6 marks)**
- Printing interactions and result **(5 marks)**

Visualisation of results (5%)

- Scatter plot displayed with humans, vampires, food, water and garlic **(2 marks)**
- Different colours, shapes and sizes are used **(3 marks)**

Parameter sweeps (10%)

- Parameter sweep works as specified **(4 marks)**
- Scatter plot images saved **(3 marks)**
- CSV file saved **(3 marks)**

Coding Standard (10%)

- Good variable names are used **(1 mark)**
- Similar code isn't copied and pasted more than twice (use loops and functions) **(1 mark)**
- Code is consistently written - i.e. consistent variable and function names, spacing, layout etc. **(2 marks)**
- Code follows the program layout structure on slide 52 of lecture 4 **(2 marks)**
- At least 4 functions/methods are used **(4 marks)**

User Documentation (20%)

- Overview - what the program can do/it's features **(2 marks)**
- Guide - how to run and use the program **(2 marks)**
- Discussion - code details, such as the features you implemented, how you implemented them and why you implemented them the way you did. Be sure to include a discussion on each section evern though some sections might be really short **(16 marks)**
  - Timesteps
  - Objects
  - Movement
  - Interactions
  - Visualisation
  - Parameter Sweeps
- Less than 2 pages **(-5 marks)**

Report (10%)

- Abstract **(2 marks)**
- Background **(2 marks)**
- Methodology **(2 marks)**
- Results **(2 marks)**
- Conclusion **(2 marks)**
- Less than 2 pages **(-3 marks)**

Negative Marks

- Code doesn't run for at least 2 timesteps **(-10 marks)**
- README file is missing **(-5 marks)**
- Declaration of Originality is missing **(-5 marks)**
- Late submission **(-10 marks per day late up to 7 days)**