	0-20%	20-40%	40-60%	60-80%	80-100%	Weight	Points
3D Effects	antialiasing; depth buffer; colour;	textures; OR materials; OR multiple light; OR shading;	textures; materials; multiple light; shading; curves and surfaces; OR static skybox;	textures; materials; multiple light; shading; curves and surfaces; dynamic skybox; OR shadows; OR reflections/ refractions;	textures; materials; multiple light; shading; dynamic skybox; curves and surfaces; shadows; reflections/ refractions;	**15**	
Coding Style	has no style;	uses code blocks and indentation; OR comments;	uses code blocks and indentation; comments;	uses code blocks and indentation; comments; uses functions extensively;	uses code blocks and indentation; comments; uses functions extensively; use of OOP where appropriate;	**10**	
Design Style[1]	has not style; spaghetti code;	starting to use patterns taught in class[2]; can articulate the ones used;	uses basic patterns taught in class; none of the high level patterns applied; can articulate the ones used;	uses most patterns taught in class; can articulate the ones used and why;	uses all patterns taught in class; can articulate the ones used and why;	**25**	
Polish	no polish; game cant restart or reset correctly;	game can restart; tried to at least add a UI, although not very functional; OR borrowed graphics from labs;	game can restart; functional UI; consistent colour scheme; added own graphics;	game can restart; functional UI; consistent colour scheme; has a consistent theme;	game can restart; functional UI; consistent colour scheme; has a consistent theme; bells and whistles;	**10**	

[1] An architectural pattern is a general, reusable solution to a commonly occurring problem in software architecture within a given context. Architectural patterns are similar to software design pattern but have a broader scope.

[2] eg. hierarchical modelling, explicit scene graph, transform stack, asynchronous loading, indexed face sets, ray casting, env mapping