CSC1011: Fundamentals of Programming

Assessment Guidelines (2014-2015)

Level	Guideline Content
Pass	Two classes that inherit from the base.
	An image for hero/ villain.
	The Status bar should change in line with the assignment specification
	Energy bar should change in line with the assignment specification
	Hero/villain action bar should change in line with the assignment specification
	There should be fight /commit crime buttons which when clicked will generate a crime. The hero/can choose to fight/ignore the crime. The villain can choose to commit / ignore the crime.
	Disguise villain / hero to allow them to sleep
	When the energy bar reaches 0, the game should end.
	Acceptable program structure, code style, readability
	Acceptable User Interface design
	Acceptable program execution, correctness and completeness
2:2	When energy falls below a pre-determined state the hero/villain must ignore the crime and sleep.
	Good use of images within the game
	Good use of music / sound FX.
	UI that should change colour depending on whether or not a hero/villain was chosen by the player.
	Good menu system
	Ability to name the hero/villain
	When the energy bar reaches 0, the game should end and the player should change into a human
	If the energy is between 90 - 100% the hero should reach "superhero status".
	If the energy is between 25 - 35% the villain should reach "super villain status".
	Good program structure, code style, readability
	Good User Interface design
	Good program execution, correctness and completeness
2:1	Fight crimes at random times - i.e. system generates the crime
	Very good use of music / sound FX.
	Very good use of images within the game
	React to fight crime opportunity in 10 seconds
	Hero/villain properties, which affect the energy of the hero/villain - please refer to the Marvel superhero trump card game for some inspiration.
	If a hero/villain ignores/fights too much they should change into either a hero/villain and should be reflected on the status bar.
	When the energy bar reaches zero, the game should end and the player should change into a human. This change should be reflected on the status bar.
	Very good menu system
	Save the game.
	Very good User Interface design
	Very good program structure, code style, readability

	Very good program execution, correctness and completeness
1ˢᵗ	Allow crimes to happen when player is asleep.
	The Status bar should be highlighted red/green depending on whether the user has chosen a hero/villain.
	Create a game world for the hero/villain to operate in.
	The player should be able to wake up if they have enough energy to complete the action, otherwise they must ignore it.
	Save & load the game
	Excellent use of music / sound FX.
	Excellent use of images within the game
	Excellent menu system
	Excellent & professional program structure, code style, readability
	Excellent & professional User Interface design
	Excellent & professional program execution, correctness and completeness
	Creative flair.

Please note, full marks are NOT guaranteed from implementing each of the level guidelines. At each level there will be additional marks available for: (overall program structure, code style and readability), (program execution, correctness and completeness), (well-designed user interface) & (creative design for the interface & functionality).