Description	Max	Score	Notes
Code is clean, well formatted (appropriate white space and indentation)	3		
Classes, methods, and variables are meaningfully named (no comments exist to explain functionality - the identifiers serve that purpose)	3		
Methods are well defined and serve a single purpose	3		
Code is well organized into a meaningful file structure	6		
Code use well defined abstractions (could be abstract classes or interfaces). When using abstractions, also used limited amounts of duplicated code. For example, have and x,y in every class instead of one parent class.	25		
Does the jar run? If they jar does not run because the java version is higher than the graders, this is OK)	5		
README - Name and email	2		
README - version of java	2		
README - IDE used	2		
README - Steps to import and run	2		
README - Controls	2		
Tank has 2 players	5		
Tanks can move forwards and backwards	5		
Tanks can rotate left and right (without moving forwards or backwards)	5		
Tank Game has split screen	10		
Tank Game has minimap	10		
Tanks have health bars	5		
Tanks have lives bar	5		
Tank Game has 3 or more powerups	10		
Tank Game power ups collisions work and powerups are applied to tank	10		
Tank Game has unbreakable Walls	5		
Tank Game has unbreakable Walls and tanks stop when hitting walls	5		
Tank Game has breakable Walls	5		
Tank Game has breakable walls and walls are destroyed when bullets hit them	5		
Tank Game has bullets and collide with walls and bullets are destroyed (or removed from screen)	10		
Tank Game has bullets and collide with Tank and bullets are destroyed (or removed from screen)	10		
Tank Game has bullets and collide with Tank and Tanks lose life	10		
Tank Game plays 3 or more different sounds sounds on an event.	10		

Tank Game plays and renders 3 or more animations on an event.	10		
Tank Game has 3 or more different maps and they are loaded correctly	10		
	200	**0**	