

Procedure	Test case	Points	Total Points
initGame (including object position, speed, image index, status)	Spaceship initialization	2	10
	Aerolite initialization with random position and speed	3	
	Fuel initialization with random position and speed	3	
	Bomb initialization	2	
processInput	Response to key input 'a', 'd', 'w', 's'	5	10
	Response to key input '1'. The bomb can be ejected when the status is available	5	
collisionDetectionSpaceship	Action when the spaceship collides with fuels	10	20
	Action when the spaceship collides with aerolites	10	
collisionDetectionBomb	Action when the bomb collides with aerolites	10	15
	Score update	5	
moveSpaceship	Spaceship movement corresponding to key input	10	20
	Action when the spaceship reaches the border	10	
moveBomb	Bomb movement corresponding to key input	10	20
	Action when the bomb reaches the border	10	
(Bonus) collisionDetectionBomb updateDamagedImages	Action when the bomb partially or completely collides with aerolites	20	20
Miscs	The game can reach next level if satisfy conditions	5	5

- 0 points for late submission. Don't wait until last minute to submit.
- Program fails to assemble or execute on customized Mars (released on the course website *Mars\_4\_1\_withSyscall100.jar*) will be deducted 50% of overall points. TA will then insert your implemented procedures into the solution code, trying to see whether any of the remaining 50% points can be assigned.
- Grading is primarily based on results of test case rather than code itself. No partial scores will be given for each test case (you get full marks or none for each test case).
- If we have any doubts on your code, you may be asked to attend a Q&A session to explain random part of your code.
- For confirmed plagiarism cases, both provider and cheater will receive 0 points for the project. In addition, their final grade will be adjusted to one sub-grade lower (e.g. from B to B-).