Homework 2 Grade Sheet

Name: Kyle James

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| **Criteria** | **Max** | **Earned** |
| * Enum for states created & used appropriately * GameObject class – Has appropriate members & can be drawn * Player class – Extends GameObject and tracks score * Collectible class – Extends GameObject and check collisions properly * Helper Methods   + ResetGame   + NextLevel   + ScreenWrap   + SingleKeyPress   + MovePlayer * Initialize and LoadContent   + Fields are properly initialized. Content is only loaded once. * Update   + Handles each state’s update with the finite state machine   + State transitions work * Draw   + Draws only the current state   + Text and images drawn correctly   + SpriteBatch’s Begin() & End() are only called once per frame * The Game   + The game can be played successfully   + Correct stats during the game and on the game over screen   + Can be played again without restarting in Visual Studio   + Pressing Enter on the Game Over screen doesn’t skip the menu * Extra Feature   + Your additional feature is included and done well ☺ | 3  5  3  5  4  4  4  4  2  4  6  6  6  6  4  12  4  4  4  10 | 3  5  3  5  4  4  4  4  2  4  6  6  6  6  4  12  4  4  4  10 |
| Deductions for poor coding standards  (Commenting, poor naming, indentation, etc.) | Up to  -20 |  |
| Total Grade: | 100 | 100 |

## Comments:

Hi Kyle,

Well done! Everything works great, and your commenting is particularly good. Your extra feature is also done really well! I had legitimate trouble completing some of the levels due to those pesky enemies. Keep up the good work!

~Jake