Please fill this in then print it and give it to the marker when you have CW3 marked.

C++ Programming, Coursework 3 mark sheet

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| --- | --- | --- |
| Mark | Requirement | What you did |
|  | **Create an appropriate sub-class of BaseEngine with an appropriate background which is different from the demos** |  |
|  | **Draw an appropriate and interesting background using the drawing primitives** |  |
|  | **Provide a user controlled moving object which is a sub-class of DisplayableObject** |  |
|  | **Ensure that both keyboard and mouse input are handled in some way and do something** |  |
|  | **Provide an automated moving object which is a sub-class of DisplayableObject** |  |
|  | **Provide a second automated moving object which is also a sub-class of DisplayableObject** |  |
|  | **Create a subclass of DisplayableObject which adds some behaviour to DisplayableObject which at least two of your sub-classes use** |  |
|  | **Give your displayable objects a different appearance from each other and the demos** |  |
|  | **Draw some text on the background** |  |
|  | **Have some changing text, refreshing/redrawing appropriately which is drawn to the foreground (not background), in front of moving objects** |  |
|  | **Create your own subclass of TileManager** |  |
|  | **Have at least one moving object interact correctly with the tile manager** |  |
|  | **Have at least one tile in the tile manager change in some circumstance, redrawing it correctly** |  |
|  | **Have at least two moving objects interact with each other** |  |