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

C++ Programming, Coursework 4 mark sheet

Please include one or more screenshots here

**Don’t forget to submit a demo video illustrating any marks that need it. This video will be used for moderation. To remind you I mentioned this in the boxes below. You can remove the reminders if you wish – but don’t then forget! (note the \* to remind the marker)**

**ONLY change (i.e. fill in) the ‘what you did’ column below please!**

|  |  |  |
| --- | --- | --- |
| Mark | Requirement | **What you did**  **You should fill in this boxes in this column** |
| 0-3 | **Add states to your program** |  |
| 0-3 \* | **Save and load some non-trivial data** | Remember to submit a video if you are aiming for 3 marks here! |
| 0-2 \* | **Impact/impression** | Remember to submit a video if you are aiming for 2 marks here! |
|  | **OPTIONAL CRITERIA: (MAX 6 marks for these so don’t go overboard on these.)** | |
|  | **A: Correctly implement scrolling and zooming using the framework’s FilterPoints class** |  |
|  | **B: Have an advanced (e.g. animated/scrolling) background NOT using FilterPoints** | Remember to submit a video if you are aiming for this mark! |
| \* | **C: Provide an automated moving object which is a sub-class of DisplayableObject** | Remember to submit a video if you are aiming for this mark! |
|  | **D: Interesting and appropriate tile and moving object appearances** | Remember to submit a video if you are aiming for this mark! |
|  | **E: Creating new displayable objects during the game** |  |
|  | **F. Allow user to enter text which appears on the graphical display** |  |
| 1-2 \* | **G. Complex intelligence on an automated moving object** | Explain what your intelligence does that deserves the mark. |
|  | **H. More complex tile manager interaction** |  |
| \* | **I. Non-trivial pixel-perfect collision detection** | Remember to submit a video if you are aiming for this mark! |
| \* | **J Sellable Quality** | Remember to submit a video if you are aiming for this mark! |
| \* | **K. An advanced feature I didn’t think of but you had pre-approved** | Remember to submit a video if you are aiming for this mark! |