

Spring 2023: Object Oriented Programming Project Evaluation			
Student Information			
Name:			
Roll#:			
Section			
<b>Evaluation Rules:</b> Assign yourself full marks if you claim a complete implementation of the given Question. Assign yourself zero marks if you have missed the implementation of the given Question.			
Sr#	Self Evaluation Sheet	Obtained Marks	Total Marks
	<b>Correct use of OOP concepts (Class Design)</b>		
	Polymorphism and Inheritance (single/multi-level)		45
1	Abstract classes and virtual/pure virtual functions		
	<b>Game</b>		
2	Display proper menu (levels, highest score, instructions, restart, game over. etc)		5
3	Pause/Resume Game		4
4	Display highest scores of top 3 players and display of badges		6
	<b>Spaceship</b>		
5	Movement of spaceship particularly titled diagonal movement		5
6	Wrap-around environment for spaceship		5
7	Upon collision of spaceship with enemies, spaceship is destroyed		5
8	Power up feature (fire in all seven directions + spaceship unable to be destroyed)		5
9	Fire add on feature (transformation of bullets into fire and destroying all the enemies in its way)		5
10	Danger add on feature		5
	<b>Lives</b>		
11	Decrement lives upon collision of spaceship and enemy and when it comes in contact with enemy bombs.		5
12	Increment lives by availing lives add-on feature.		4
	<b>Enemy</b>		
	Dropping of bombs from invader after a certain interval		
	a. randomization of enemies' bombs		
13	b. enemies' interval		8
14	Monster Enemy		10
15	Dragon Enemy		10
	<b>Scoring</b>		
	a. Destroy different types of invaders		
	b. Dodge Monster		
	c. Dodge Dragon		
16	d. Dodge Danger Sign		7
	<b>Levels</b>		
17	Level of games with respect to speed and shape of enemies		6
	<b>File Handling</b>		
18	Store names of all players with badges & updated highest score in descending order.		10
	<b>Bonus</b>		
19	Collision of two enemies to produce an animation upon the start of next level or next phase		7
20	Store state of game at any instance		8
21	Other bonus such as implementation of any new feature. Each bonus feature carries 1 mark.		5
	<b>Marks Deduction</b>		
22	Plagiarism Deduction (will result in F Grade)		-200%
23	Wrong or Incorrect use of OOP Concepts would result in marks deduction no matter how perfectly the game works.		
	a. 50% marks deduction		-50%
	b. 100% marks deduction		-100%
24	Use of global variable		-10
25	<b>Deliverable 1</b>		10
<b>Marks + Bonus [160 + 20]</b>			
<b>Evaluator's Name:</b> <b>Evaluator's Comments:</b>			