Assignment 2 rubric

Name:

**Collections**

40 points

Enemies exist and are in random positions (15) \_\_ \_\_\_

Weapons collection exists and is populated with random weapons (15) \_\_ \_\_\_

Player can pick up weapons and have them added to the inventory of

the player (and removed from world) (10) \_\_ \_\_\_

**Game Play**

60 points

Enemies move and attack by polymorphically (10) \_\_ \_\_\_

Vector3.Distance method is used properly for calculating if the

enemies should attack (10) \_\_ \_\_

Player can attack enemies (10) \_\_ \_\_\_

Manage projectiles and allow them to hit enemies (5) \_\_ \_\_

Allow the player to select which weapon is active (10) \_\_ \_\_

Runs without errors (5) \_\_ \_\_

Proper use of code style, white space, indentation,

and naming conventions (10) \_\_ \_\_\_

Bonus \_\_ \_\_\_

Total (100) \_\_ \_\_\_

Comments: