Student NetID:_____ Name:_____ Grader Name:_____

2014 Winter EECS 351-1 Grading Sheet: Project A

J. Tumblin 1/17/2014

_____15% Clear illustrated report with your name project title, goals, user-guide, code-guide and at least 4 results pictures?

_____ 5% User instructions: 'help' key prints on-screen? If you read it, can you run the program?

_____10% At least two different student-designed shapes more complex than a rectangle or cube, each made by drawing contents of a Vertex Buffer Object (VBO)? (NOTE! Make your own drawing fcns – do not use rectangles/square drawing functions from the starter code!)

_____10% Has 2 or more distinct *kinds* of objects? each one animated to move independently and continuously, and made from assembling student-designed shapes?

_____20% Two or more movable sequential joints within at least one of these *kinds* of objects (with every joint at a different on-screen location. If only 1 joint, only 10% credit)

_____10% Each instance of each of the 2 kinds of objects must 'travel' – change their x,y location smoothly, continuously, and independently. No 'jumps' from place to place.

_____ 15% Animation: On-screen objects move continually (no user actions required)?

_____ 5% Keyboard Interaction:
On-screen objects move and change in response to various keyboard inputs?

_____ 5% Mouse-Click Interaction:
On-screen objects move and change; respond to mouse clicks?

_____ 5% Mouse-Drag Interaction:
On-screen objects move and change; respond to mouse dragging?

==========TOTAL (24% of final grade)

_____ EXTRA CREDIT:
up to 3% : apply more obscure webpage controls & features (buttons, menus, etc.)
up to 3%: object colors change smoothly, dramatically &visibly over time, automatically
up to 3%: object segment shapes change dramatically &visibly over time, automatically
(e.g. robot upper-arm segment changes length and/or width;
lower arm segment changes in a different way…)