Evaluation criteria for the project

	EVALUATION CRITERIA	
1.	Phase_1: • Title page(Showing name of game and prompt user to enter his/her name) (5 marks) • Drawing 7x7 grid (5 marks) • Drawing different shapes of candies. (5 marks) • Designing color bomb (5 marks)	20 marks

2.	Phase_2:
	• Designing the board for level# 2 and level# 3 as mentioned in the document.(5 marks)
	• Displaying user's name, score and moves at the top left of the screen.(5marks)
	• Keeps record of the user using file-handling. All individual level scores will be stored in the file. It should also store highest score and player name in the same file. The record in the file should look like this: (10 marks)
	   — Player's name
	   — Level_1: 20
	   — Level_2: 40
	   — Level_3: 50
	   — Highest score: 100
	
	• Apply the functionality of swapping the candies(10 marks)
		30 marks

3.	Phase_3: • If atleast three same type of candies appears horizontally, vertically or diagonally, the candies would get crushed. Simultaneously score would get updated. (10 marks) • Top candies would then drop down to the empty spaces and at the top random candies would get added. (10 marks) • Apply blockage in atleast one row and one column at level# 3. (10 marks) • Display screen if user fail to complete the level in the proposed moves. (10 marks)	40 marks
4.	Creativity in design would let you earn bonus. The more creative you are, the more marks you will achieve.	10 marks