College of Engineering, Construction and Living Sciences
Bachelor of Information Technology
IN628: Programming 4
Level 6, Credits 15

Assessment 01: Roguelike

Assessment Overview

For this assessment, you will use Visual C++ with Visual Studio 2019 to build a 2D roguelike game (a dungeon crawler with procedurally generated dungeons).

Assessment Table

Assessment Activity	Weighting	Learning Outcomes	Assessment Grading Scheme	Completion Requirements
In Class Checkpoints	15%	1, 2, 3	CRA	Cumulative
Roguelike	45%	1, 2, 3	CRA	Cumulative
Language Exploration	25%	1, 2, 3	CRA	Cumulative
Theory Exam	15%	3, 4, 5	CRA	Cumulative

Conditions of Assessment

You will complete this Roguelike assessment outside timetabled class time, however, there will be availability during the teaching sessions to discuss the requirements and progress of this assessment. This assessment will need to be completed by Friday, 15 May 2020 at 5pm.

Pass Criteria

This assessment is criterion-referenced with a cumulative pass mark of 50%.

Submission Details

You must submit your program files via **GitHub Classroom**. Here is the link to the repository you will be using for your submission – https://classroom.github.com/a/XHlDKWpm. For ease of marking, please submit the marking sheet with your name & student id number via **Microsoft Teams** under the **Assignments** tab.

Group Contribution

All git commit messages must identify which member(s) participated in the associated work session. Proportional contribution will be determined by inspection of the commit logs. If the commit logs show evidence of significantly uneven contribution proportion, the lecturer may choose to adjust the mark of the lesser contributor downward by an amount derived from the individual contributions.

Authenticity

All parts of your submitted assessment must be completely your work and any references must be cited appropriately.

Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning **Submissions, Extensions, Resubmissions and Resits** complies with Otago Polytechnic policies. Students can view policies on the Otago Polytechnic website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

Extensions

Please familiarise yourself with the assessment due dates. If you need an extension, please contact your lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

Resubmissions

Students may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are completed within a short time frame (usually no more than 5 working days) and usually must be completed within the timing of the course to which the assessment relates. Resubmissions will be available to students who have made a genuine attempt at the first assessment opportunity. The maximum grade awarded for resubmission will be C-.

Learning Outcomes

At the successful completion of this course, students will be able to:

1. Program effectively in an industrially relevant programming language.
2. Implement a wide range of intermediate data structures and algorithms to act as modules of larger programs.
3. Use an appropriate integrated development environment to create robust applications.
4. Demonstrate sound programming and software engineering practices independent of the environment or tools used.
5. Explain the theoretical issues surrounding programming language design and development.

Instructions

System Design Document - Learning Outcomes 1, 2, 3

Answer the following questions in detail before you begin to code your Roguelike. Please use a digital copy of the document - preferably in PDF format, not a hard copy. For each question, justify your answer. If during implementation you make any changes to your originally articulated plan, amend the document, specifying the changes and explaining your rationale.

1. Are your player, items and enemies the same class, different classes in the same family, or completely different classes?
2. What logic will you put into your Form class? What logic will you put into your Game Manager class?
3. What class (es) do you need to implement the dungeon? Briefly explain the job of each class, list the data members it must hold, and the methods it must expose. How do the Dungeon and the TileMap communicate?
4. What data structure(s) do you need to hold collections of enemies and items?
5. Does the dungeon need pointers to its sprites? Why or why not?
6. Does the sprite class need a pointer to its dungeon? Why or why not?
7. What enumeration types (if any) do you need?
8. Does the player sprite need access to the collection(s) of enemy sprites?
9. What class is responsible for creating the collections of enemies and items?
10. If you are using an FSM, what class calls the FSM methods of the sprites?
11. At each game cycle, you need to perform collision detection between the player character and each enemy and item in the dungeon. What class or classes hold a method to compare the areas of two entities to check for collision? What is the function header of this method? What other classes are involved in the collision detection logic?
12. Describe the AI you are going to include.
    - Describe the behaviour
    - Describe the implementation logic
13. Describe the trigonometry you are going to include
14. Describe in detail, the logic of your battle algorithm and computations
15. Sketch the screen layout with controls that you will use to provide feedback during battle

Application Requirements - Learning Outcomes 1, 2, 3

The Roguelike application must have the following functional requirements:

- System:
  - Open without modification in Visual Studio 2019. This includes the configuration of the application's entry point and subsystem
  - Display at 1920 X 1080
- Game World:
  - Procedurally generated dungeons containing multiple rooms, connected by corridors and a randomly located stair/portal to the next dungeon

  - Represent and display dungeons as tile-maps. A "dead zone" of 1/2 the dimension of the viewable area is permitted at each edge of the world
  - Implement "fog of war". That is, the dungeon must be progressively revealed as the player character moves through the world

- Entities:
  - Contain at one or more player characters
  - Contain at least three types of animated NPCs placed randomly and/or algorithmically in the dungeon. NPCs may be confined to experience levels (or similar game play rule). NPCs must have a distinct visual representations and behaviour statistics
  - Contain at least one type of item that directly impacts the game score (i.e. gold, treasure, etc.)
  - Contain at least two types of item which affect the player's condition (e.g. increase or decrease health, increase or decrease attack strength, etc.) upon contact
  - Demonstrate correct sprite to terrain collision detection. Players and enemies may not walk through walls
  - Demonstrate correct sprite to sprite collisions. Collision between player and item affects the player's condition and/or score. Collision between player and enemy initiates battle
  - Implement a battle system. Turn-based, to-the-death is acceptable
  - Implement at least one enemy that exhibits complex programmed behaviour (i.e. AI)
  - Contain at least one game element whose behaviour involves trigonometric computation, as discussed in class (i.e. trajectory, rotation, and/or orientation)
  - Use a Finite State Machine to control the behaviour of one or more entities

- Game play:
  - Allow control of the player character with the keyboard
  - Have a clearly defined and displayed scoring system
  - Have a clearly defined and displayed loss condition
  - Provide appropriate user feedback
  - Be visually attractive, with a coherent graphical theme and style. Please include correct citations for all externally-sourced graphic elements. All media must be royalty free (or legally purchased) for educational use
  - Provide an interesting game play experience

IIN628 Programming 4
Semester 1, 2020

Assessment 01: Roguelike
Assessment Rubric

	10-9	8-7	6-5	4-0
Planning Document	Initial system design document completed before coding implementation. The provided set of questions are thoroughly answered in detail. System design document thoroughly planned.	Initial system design document completed before coding implementation. The provided set of questions are mostly answered in detail. System design document mostly planned.	Initial system design document completed after coding implementation. The provided set of questions are answered in detail. System design document planned.	Initial system design document not fully completed. The provided set of questions are not fully answered in detail. System design document not fully planned.
Code Commenting	All header comments thoroughly explain the input, output, effect and computational logic of each class and method. All inline comments thoroughly explain the logic of construct of each computational statement.	Most header comments explain the input, output, effect and computational logic of each class and method. Most inline comments explain the logic of construct of each computational statement.	Some header comments explain the input, output, effect and computational logic of each class and method. Some inline comments explain the logic of construct of each computational statement.	Minimal or no header comments explain the input, output, effect and computational logic of each class and method. Minimal or no inline comments explain the logic of construct of each computational statement.

Code Elegance	All class files contain no integer literals except for 0, 1 and 2. Application demonstrates thorough elegance on all of the following: • Correct use of intermediate variables, e.g., no method calls as arguments • Idiomatic use of control flow and data structures • Sufficient modularity, e.g., classes, methods have a single purpose • Efficient algorithmic approach	Most class files contain no integer literals except for 0, 1 and 2. Application demonstrates clear elegance on most of the following: • Correct use of intermediate variables, e.g., no method calls as arguments • Idiomatic use of control flow and data structures • Sufficient modularity, e.g., classes, methods have a single purpose • Efficient algorithmic approach	Some class files contain no integer literals except for 0, 1 and 2. Application demonstrates elegance on some of the following: • Correct use of intermediate variables, e.g., no method calls as arguments • Idiomatic use of control flow and data structures • Sufficient modularity, e.g., classes, methods have a single purpose • Efficient algorithmic approach	Class files contain frequent integer literals. Application does not demonstrate elegance on any of the following: • Correct use of intermediate variables, e.g., no method calls as arguments • Idiomatic use of control flow and data structures • Sufficient modularity, e.g., classes, methods have a single purpose • Efficient algorithmic approach
OO Architecture	All classes adhere to a general OO architecture, e.g., classes, methods, concise naming and methods assigned to the correct classes. Inheritance fully and carefully implemented in classes, e.g., player sprite inherits from sprite. Finite State Machine (FSM) implemented fully and stores three states and actions.	Most classes adhere to a general OO architecture, e.g., classes, methods, concise naming and methods assigned to the correct classes. Inheritance mostly implemented in classes, e.g., most classes are deriving from base classes. Finite State Machine (FSM) mostly implemented and stores two states and actions.	Some classes adhere to a general OO architecture, e.g., classes, methods, concise naming and methods assigned to the correct classes. Some inheritance implemented in classes, e.g., some classes are deriving from base classes, though some are incorrectly implemented in the wrong classes. Some Finite State Machine (FSM) implemented and stores one state and action.	Classes adhere to minimal or no general architecture, e.g., classes, methods, concise naming and methods assigned to the correct classes. Minimal inheritance implemented or not attempted. Minimal Finite State Machine (FSM) implemented or not attempted.

Functionality & Robustness	Application opens in Visual Studio 2017 without errors and does not need to be modified to be run. Application demonstrates thorough functionality & robustness on all the following: • Displayed at the correct screen size of 1920x1080 • Dungeon represented as a tile map • Edge of the world has a dead zone which is ½ the dimension of the viewable area • Dungeon procedurally generated at each new level, e.g., multiple non-overlapping rooms, walls, corridors and portal tiles correctly placed • Fog of war reveals the dungeon as the player character progressively navigates through the dungeon • One or more player characters are controlled by user keyword • Two distinct animated enemies • Careful sprite and terrain collision detection, e.g., sprite to enemy, sprite to wall collision detection • Careful collision detection	Application does open in Visual Studio 2017, though needs to be modified to be run. Application demonstrates most functionality & robustness on all the following: • Displayed at the correct screen size of 1920x1080 • Dungeon represented as a tile map • Edge of the world has a dead zone which is ½ the dimension of the viewable area • Dungeon procedurally generated at each new level, e.g., multiple non-overlapping rooms, walls, corridors and portal tiles correctly placed • Fog of war reveals the dungeon as the player character progressively navigates through the dungeon • One or more player characters are controlled by user keyword • Two distinct animated enemies • Careful sprite and terrain collision detection, e.g., sprite to enemy, sprite to	Application needs to be modified to be open and run in Visual Studio 2017. Application demonstrates some functionality & robustness on all the following: • Displayed at the correct screen size of 1920x1080 • Dungeon represented as a tile map • Edge of the world has a dead zone which is ½ the dimension of the viewable area • Dungeon procedurally generated at each new level, e.g., multiple non-overlapping rooms, walls, corridors and portal tiles correctly placed • Fog of war reveals the dungeon as the player character progressively navigates through the dungeon • One or more player characters are controlled by user keyword • Two distinct animated enemies • Careful sprite and terrain collision detection, e.g., sprite to enemy, sprite to	Application cannot be opened in Visual Studio 2017 or application is empty. Application does not demonstrate functionality & robustness on any of the following: • Displayed at the correct screen size of 1920x1080 • Dungeon represented as a tile map • Edge of the world has a dead zone which is ½ the dimension of the viewable area • Dungeon procedurally generated at each new level, e.g., multiple non-overlapping rooms, walls, corridors and portal tiles correctly placed • Fog of war reveals the dungeon as the player character progressively navigates through the dungeon • One or more player characters are controlled by user keyword • Two distinct animated enemies • Careful sprite and terrain collision detection, e.g., sprite to enemy, sprite to wall collision detection • Careful collision detection

	that affects the score and condition, e.g., sprite to coin, sprite to health potion • Working battle system, e.g., turn-based or/and to-the-death • Immediate gameplay feedback including battle system feedback, score, win and loss • One enemy that exhibits artificial intelligence behaviour. This may be implemented using trigonometry	wall collision detection • Careful collision detection that affects the score and condition, e.g., sprite to coin, sprite to health potion • Working battle system, e.g., turn-based or/and to-the-death • Immediate gameplay feedback including battle system feedback, score, win and loss • One enemy that exhibits artificial intelligence behaviour. This may be implemented using trigonometry	wall collision detection • Careful collision detection that affects the score and condition, e.g., sprite to coin, sprite to health potion • Working battle system, e.g., turn-based or/and to-the-death • Immediate gameplay feedback including battle system feedback, score, win and loss • One enemy that exhibits artificial intelligence behaviour. This may be implemented using trigonometry	that affects the score and condition, e.g., sprite to coin, sprite to health potion • Working battle system, e.g., turn-based or/and to-the-death • Immediate gameplay feedback including battle system feedback, score, win and loss • One enemy that exhibits artificial intelligence behaviour. This may be implemented using trigonometry
Player Experience	Highly attractive, with a coherent graphical theme and style Application is highly appealing and has an engaging game play experience	Mostly attractive, with a coherent graphical theme and style Application is mostly appealing and has an engaging game play experience	Somewhat attractive, with a graphical theme or style Application is somewhat appealing and has an engaging game play experience	Minimal attempt or no coherent graphical and style Application is not appealing or engaging, e.g., no game play

Marking Cover Sheet

OTAGO POLYTECHNIC
Te Kura Matatini ki Otago

Assessment 01: Roguelike

IN628 Programming 4
Level 6, Credits 15
Bachelor of Information Technology

Name: _____ Date: _____

Learner ID: _____

Assessor's Name: _____

Assessor's Signature: _____

Criteria	Out Of	Weighting	Final Result
Planning Document	**10**	**10**	
Code Commenting	**10**	**10**	
Code Elegance	**10**	**25**	
OO Architecture	**10**	**20**	
Functionality & Robustness	**10**	**25**	
Player Experience	**10**	**10**	
		Final Result	**/100**
This assessment is worth 45% of the final mark for the Programming 4 course.			