You are responsible for conforming to "University of Waterloo Policy 71: Student Academic Discipline." Students complete Part I of this form. The TA conducting the demo completes Part II and Part III after performing the demo. We are entering marks based on this form, so if no form exists, you get no marks.

Part I: Student Comments

The design (check one of the following):

☐ Does not incorporate others' work (except materials provided by the university).

☐ Incorporates the work of others as indicated in the notes below.

I understand that by signing below, I confirm that we wrote the submitted lab code and that it has not been previously submitted for academic credit at this or any other academic institution except as noted above.

Lab #:

Group #:

Date and Time:

TA Name:

TA Signature:

Mark:

	Student Name	UW Userid	Signature
Student 1			
Student 2			
Student 3			

Part II: Demonstration Checklist

Software Functionality Checklist (0.5 marks for each checklist item satisfied)

☐ Deductions only: Solution was committed to SVN and compiles without errors. (This item can only reduce your mark—you get a 0 for broken or uncommitted solutions, but no points for having it.)

☐ Deductions only: Your design and implementation follow good engineering design. Examples: not over-using global variables, avoiding unnecessary code duplication, and giving variables descriptive names.

☐ Your solution updates position on the map following steps.

☐ Your solution finds and presents a route to a destination when there are no obstacles between the origin and the destination.

☐ Your solution does not instruct the user to walk through walls head-on.

☐ Your solution finds and presents an indirect route to a destination, when there is one obstacle between the origin and the destination.

☐ Your solution compensates for user errors while walking on an indirect route. (The TA will walk at 90 degrees from the correct direction and see if your solution constantly corrects its directions.)

Bonus

☐ Your solution handles the complex map and does not get stuck in corners.

☐ Your solution implements multitouch for zooming in and out of the map.

Part III: Comments

Direct Route:

Indirect Route:

Notes: