Project 3 Evaluation Sheet

Name:
Date submitted:
Score:

Points breakdown		
Layout		
Possible	Earned	
10		Game window includes playfield, fire button, and score
5		Shot launcher
5		Target one
5		Target two
Gameplay		
Possible	Earned	
10		Fire button fires a shot of appropriate speed/direction
5		Targets of different types appear "randomly" at various positions
5		Collisions are detected
10		Appropriate game effect occurs on collision
10		Score is updated on collision
5		Game terminates after win/loss conditions are satisfied
Style		
Possible	Earned	
10		Good use of classes and inheritance
10		Good programming style
5		Documentation (Output.doc, etc)
Subjective coolness		
Possible	Earned	
5		