CS/CoE 447 – Project 1 – Spring 2017 – Rubric

Requirement	Contribution to Score
Logic/Gameplay:	
Maze is displayed correctly	8
Zombies move at random (when player is not in their quadrant) with reverse direction being of lowest priority	12
Zombie obeys its quadrant boundaries	2
Zombie does not move through walls	3
Zombies move approximately every 500ms	8
Zombies' color is red	1
When player is in its quadrant, zombie moves randomly towards the player, with reverse direction again being of the lowest priority	13
There is 1 zombie per quadrant	1
The player LED is green	1
The player moves in the appropriate direction when an arrow key is pressed	10
Player does not move through the walls	3
Player starts in position (0,0)	1
The game and animation start when the center (b) key is pressed	2
The games ends (in success) when players reaches (63,63) or the final position	2
Success message printed to the console when game ends in success	2
Correct number of moves printed in case of success	5
Game ends (in loss) when either the player or the zombie moves onto the other	4
Loss message printed to the console when the game ends in a loss	2
Submission: Student submitted a compressed file (.zip) containing the following:	
Submission windfall (Student submitted something)	5
Student submitted README.txt [i.e., file exists]	5
Known problems/issues documented in README.txt. Student used README.txt to explain the algorithm the student implemented. The explanation is detailed enough that the teaching assistant can understand the student's approach without reading the student's source code.	5
Documentation and Format: Student's assembly language program is properly documented and formatted. Student used enough comments to explain the student's algorithm, implementation decisions and anything else necessary to make the student's code easily understandable.	5
Total:	100