

Computer Organization and Assembly Language Lab

Pac Man Game Project Rubrics

Level no.	Feature	Total Marks
Level 1	<ol style="list-style-type: none"> 1st page – Name of game ----- 2 marks Name of user (as an input) ----- 3 marks 2nd page – Menu ----- 5 marks Pause screen ----- 2 marks Instruction's screen ----- 2 marks 3rd page – Game Setup -----3 marks Lives displayed and update if lost -----2 marks Maze layout ----- 2 marks Pac Man movement ----- 3 marks Ghost and its movements -----3 marks Collection of dots and then disappeared after collection ----- 4 marks Score displayed on screen (update after dots collection) ----- 4 marks 	35 marks
Level 2	<ol style="list-style-type: none"> New page ----- 2 marks Complex maze layout ----- 3 marks Ghost's complex behavior ----- 5 marks Bonus appearance in the form of fruits ----- 3 marks Eating fruit bonuses adds extra score ----- 2 marks 	15 marks
Level 3	<ol style="list-style-type: none"> New page ----- 2 marks Complex maze layout --- 3 marks Fixed obstacles, hidden shortcuts, teleportation paths --- -- 3 marks Addition of 2 new ghosts ----- 5 marks Display end screen (username and score) ----- 2 marks 	15 marks
File Handling	<ol style="list-style-type: none"> Names (of all users) ----- 5 marks Score (of all users) ----- 5 marks Level no. (of all users) ----- 5 marks 	15 marks
Bonuses	5 marks for each bonus feature	
Creativity	The more creative, the more marks you get	10 marks