

# Assignment 1:2D Snow Scene Marking Rubric

Part	Breakdown	Max.
(i)	<b>Ground</b> -irregular polygon -random vertices	3
(ii)	<b>Sky</b> -by vertex rendering	2
(iii)	<b>Snowman</b> -drawn using circle function -has some features (eyes, nose etc.)	5
(iv)	<b>Particle System</b> -Particles are randomized -Particles are generated over time -Particles are recycled/deactivated <b>Snow:</b> -flake size varies -flake transparency varies -flake fall speed varies -no visual artefacts or patterns in snow	10
(v)	<b>Animation Control</b> -s (snow) toggle is operational -snow gradually disappears when 'off' and gradually appear when 'on' - quit button operational	6
(vi)	<b>Diagnostics</b> -accurately represent application state -GLUT bitmap font used	2
(vii)	<b>Extension 1</b> Please see criteria in assessment specification	7
	<b>Extension 2</b> Please see criteria in assessment specification	7
(viii)	<b>Logbook</b> Please see criteria in assessment specification	8
Total		50