

Grading Rubric for Homework Problem 4

Better Bubbles

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Points out of 10, granularity is to 1/2 points

- 1 Correctly load images needed for the problem.
- 1 Correctly open an EZ Draw window of the same size as the background image.
- 1 Correctly create the textures needed for the problem.
- 1 Correctly display the background texture in the window.
- 2 Correctly create the alpha masks for the pipe and the bubble.
- 1 Correctly draw the pipe texture over the background texture without the green background.
- 1 Correctly create and animate the bubble in response to a mouse click on the pipe.
- 2 Good coding practice.
 - Program compiles without warnings
 - Good indentation and vertical spacing
 - Meaningful variable and function names
 - Single-purpose functions

1/2 Maximum for extras going beyond the assignment.

Some other reasons for losing points

- 1 to -3 Late submission (or -10 if not turned in after 1 week).
- 10 Compile failure. By now, you should be turning in your project correctly, compiled and tested under the standard School of Computing Linux configuration. The project must be submitted following the instructions on the assignment page, and must have a working Makefile. Remember to zip or tar/zip your directory and its contents, not just the directory. For zip, use `zip -r <directoryname> <directoryname>`. For tar, use `tar -czf <directoryname>.tgz <directoryname>`. Also, remember to build your Makefile with the `ezdraw.h` and `libezdraw.a` files in a directory named `ezdraw` at the top of your directory hierarchy. Do not have them in your directory, and do not turn them in.