

## Grading Rubric for Homework Problem 5

### *Building a Maze*

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

- 1 Correctly load the image names and maze needed for the problem.
- 1 Correctly open an EZ Draw window of proportions consistent with the maze proportions.
- 1 Correctly create the textures needed for the problem.
- 2 Correctly create the maze, including all of its rooms and their types.
- 1 Correctly display the rooms of the maze, with their textures.
- 1 Correctly display the player in the starting room of the maze.
- 1 Correctly move the player only along valid corridors of the maze.
- 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.