

Grading Rubric for Homework Problem 6

Amazing Game

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

- 1 Correctly build the maze, create the textures needed for display, and place the player in the starting room.
- 1 Correctly open an EZ Draw window, and show the starting room of the maze and the health status of the player.
- 1 Correctly move the player only through open doors.
- 1 Display the room the player is in, along with its doors and the player.
- 1 Correctly decrement player health on entering a boss room, and increment health on entering a healing room, and update the health display to reflect this. End the game if health goes to zero.
- 1 Detect successful game end if the player makes it to the goal room.
- 2 Hyperspace key takes player back to the room where the last decision was made, and back key takes player back to the previous room.
- 2 Good coding practice.
 - Program compiles without warnings
 - Good indentation and vertical spacing
 - Meaningful variable and function names
 - Single-purpose functions
- 1 A full extra point for adding the “cheat” key extension described in the assignment statement
- 1/2 Maximum additional for other extras going beyond the assignment.

Some 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.