

CS250 Group Project

Group #: Group Game:	Grade: _____/50
Electronic copy submitted on time	
Hard copy submitted on time	
Builds without errors (-40% if unsuccessful)	
No warnings (-10% if no)	
Submitted name, description, and workload by Friday, April 26 (-1 pt if missing)	
Presentation (10 pts) Each presenter could get different points	
Presenter #1: Time: Topic Covered: UML design of entire app and any new SDL Material	
Presenter #2: Time: Topic Covered: Polymorphism (YES or NO & explain why); problematic code showing visible code	
Presenter #3: Time: Topic Covered: UML & who did what; what worked & didn't work well, what done differently; 1 minute demo	

<p>UML Design (16 pts)</p> <ul style="list-style-type: none">• (4 pts) UML notation is correct<ul style="list-style-type: none">○ Data member in correct location○ function members in correct location○ Correct arrows/direction○ Data types correctly specified○ Public/private/protected marked○ Const marked○ Virtual marked○ Friend marked • (4 pts) UML reflects submitted assignment • (8 pts) Design makes good use of OO concepts:<ul style="list-style-type: none">○ Inheritance○ Composition○ Static○ const○ Virtual○ Constructors○ Destructors○ Public, private, protected○ Abstract classes	
<p>Successful Execution (16 pts)</p> <ul style="list-style-type: none">• Application is playable • Application does not crash • Speed is reasonable • Sprites don't jitter • Application is responsive to user input • Animation is smooth	

Acceptable Style (20% 8pts):		
Project folder named correctly(0.5 pts)		_____
Code formatting and style (7.5 pts)		_____
1	• Constants are used appropriately. No magic constants.	_____
0.5	• Formatting of code: braces and indentations are correct	_____
0.5	• Tabs set to 2	_____
0.5	• No line wraps – 80 chars per line	_____
1	• File header comments are complete/correct	_____
1	• Function header comments are complete/correct	_____
0.5	• One space before & after each operator	_____
0.5	• Well named variables using prefixes	_____
0.5	• Correct program organization (order of items in your solution)	_____
0.5	• One space before each parenthesis for control structures (if, for, while, etc.)	_____
0.5	• Printed correctly (color, stapled, back-to-back).	_____
0.5	• Hard copies in the correct order (driver, .h, .cpp)	_____