CSci 5619, Fall 2018  Exercise 1 Rubric

Name __________________________  Score (out of 50) ______________

____  The student has submitted a functional program, whose capabilities can be easily tested by the TA (5pts)

____  The application includes a board, whose position in space is attached to the dynamically-moving position of a hand-held controller. (15pts)

____  The application includes a ball, whose behavior with respect to the board is consistent with basic laws of physics. The ball is initialized to start at a position on or slightly above the board and it rests on the upper surface of the board when the board is held flat; when the board is tilted, the ball rolls along the board in a downhill direction; if the ball reaches any edge of the board (including the edge of a hole within the board) and there is nothing to stop it, it will fall off the board as if pulled by gravity; if the ball’s position collides with the location of any other obstacle, the ball will bounce off appropriately rather than passing through. (15pts)

____  The application has been individualized in a creative and engaging way. Various features have been added to enhance the game play experience and to add visual interest while maintaining a sense of either realism or fantasy. As examples, please consider the following types of possible extensions: additional geometry, such as raised bumpers and/or holes are added to the board; objects have been assigned realistic material properties (e.g. wood texture, metallic texture, etc); scenario-appropriate sound effects are present; extended game play options have been implemented, such as re-spawning the ball if it falls off the board, playing a “reward” sound or animation and/or progressing to a higher “level” if the ball is successfully brought to a designated end position. (10pts)

____  The student has submitted a one-page write up featuring a screen shot of the project layout and a screen shot of the application in use. The writeup includes a brief reflection on the implementation process (what was easy, what was difficult, and why) and a brief explanation of the customization that was implemented and why that customization was chosen, along with explicit citations of all resources used, including assets and scripts. (5 pts)