Super Asteroids Grading Rubric

Data Importer (18 pts)
- Run the importer. *(If you can’t see any data in the program (no drawing of objects etc), copy the DB from the Android device to a PC and view the DB using Firefox SQLite plugin.)* Has the database been populated with data from the JSON config file. (10 pts) 
- Can the game start after the importer has ran and the game has been restarted (Importing isn’t required every time the game start) (8 pts)

Ship builder (24 pts)
- Respond to fling touch input (5 pts)
- Display correct parts from the database (5 pts)
- Respond to ship part selection (Parts are shown in bottom window) (3 pts)
- Correct labeling of helper arrows (3 pts)
- Initially disable the “Start Game” button, and enable when ship building complete (3 pts)
- Respond to pressing the “Start Game button” (Goes to the game “space” screen) (5 pts)

Quick button (5pts)
- Can you push the button and the screen is changed to the game screen with at least a background (5 pts)

The Game (53 pts)
- Game Viewport
  - Does the view port follow the ship around the screen (5 pts)
  - Can the ship go to the edge of the screen (does the view port stop moving when at the edge of the map) (5 pts)
- Draw the background (3 pts)
- Draw the background objects (3 pts)
- Draw the ship (Must be drawn in the game) (7 pts)
- Move the ship (5 pts)
  - (EXTRA CREDIT) Slowly rotates in the correct direction (3pts)
- Fire projectiles
  - Does the projectile correctly leave the ship (4 pts)
  - Does the “attack sound” play (2 pts)
- Create asteroids
  - Do they move (3 pts)
  - Do correct number of smaller asteroids appear when larger ones are destroyed (5 pts)
  - Regular Asteroid splits correctly
  - Growing Asteroid grows correctly
  - Octeroid Asteroid splits correctly
- Draw the mini map (4 pts)
  - Ship position correct
  - Asteroids positions correct
- (EXTRA CREDIT) Does the Quadtree code exists and is used (5 pts)*
- Is there correct collision behavior (4 pts)
  - Ship to Asteroid (correct safe time)
  - Asteroid to Asteroid
  - Bullet to Asteroid
- Transition to next level (3 pts)
  - (EXTRA CREDIT) Next level transition scene (2 pts) (Similar to the way the demo works)

(*) means this part can’t be verified at run time, but will have to be checked in source code.

(^) This is part of the core section of “The Game”. All core pieces must be passed off before any other item can be passed off in “The Game” section.