CSE 113 Fall 2009 - Lab 2 Grading

Grader: Yuan Zhang (yuanzhan@buffalo.edu)   Please email grader with any questions regarding your lab score.
Student's Total Score for Lab 2:

Ship moves left [Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

Ship moves right [Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

Ship shoots bullets [Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

Ship reacts appropriately if it is shot [Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

Aliens move appropriately [Possible points 12 for totally correct functionality, 6 for partially correct functionality, 0 for totally incorrect functionality or not implemented]
You earned:

Game ends appropriately [Possible points 12 for totally correct functionality, 6 for partially correct functionality, 0 for totally incorrect functionality or not implemented]
You earned:

Number of aliens put on the screen at the beginning is randomized [Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

Ship shoots bullets faster than initial default settings
[Possible points 10 for correct functionality, 0 for incorrect functionality]
You earned:

When all aliens have been killed off, more appear [Possible points 16 for totally correct functionality, 8 for partially correct functionality, 0 for totally incorrect functionality or not implemented]
You earned:

Comments (Comments will only be filled in if you did not earn full credit on a section):