

Lab 2 Grading Rubric

Grading will be done by Web-CAT

Moving Hero (4.3 points)

The hero in this scenario should move "forward" whenever act is called.

Hero Checks for Edges and Wraps Around (4.3 points)

The hero must check for the edges of the world and wrap around if it reaches an edge left/right and top/bottom. There is no partial credit for this part. If one of the edges fails, you receive no credit for this part.

Hero Turns Right and Left (12.9 points)

The method is named turnRight (4.3 points).

The method is named turnLeft (4.3 points).

The hero must turn right and left. There is no partial credit for this part. (4.3 points)

Populate the Scenario (4.3 points)

Your scenario should open with the following at various locations throughout the world: one hero, six mushrooms, four flowers, one gold ball, one teddy bear. There is no partial credit for this part.

Class Names (Deduction)

If your class names were not correct (Mushroom, Flower, GoldBall, TeddyBear, Skull), you will lose 4.3 points for each incorrectly named class.

Hero Finds a Flower (12.9)

(4.3 points) The method is named checkForFlower.

(4.3 points) If the hero encounters a flower, the hero picks it up.

(4.3 points) The hero should keep track of how many flowers the hero has encountered and picked up.

Gold Ball Functionality (12.9 points)

(4.3 points) The method is named checkForGoldBall

(4.3 points) If the hero encounters a gold ball, the hero picks it up. Picking up a gold ball causes another gold ball to appear somewhere else in the world at a random location.

(4.3 points) Picking up a gold ball also allows the hero's image to return to normal.

Hero Finds a Mushroom (25.8 points)

(4.3 points) The method is named checkForMushrooms

(4.3 points) Mushrooms disappear when the hero encounters them.

(4.3 points) Hero keeps track of how many mushrooms have been encountered.

(4.3 points) If the hero encounters a second mushroom, the hero should turn into an animal (visually - that is, change the image) and

(4.3 points) the hero loses all the flowers he/she has been carrying around. The flowers go back into the world at random locations.

(4.3 points) If the hero encounters three mushrooms, three Skull objects are added to the world at random locations.

Hero Finds a Teddy Bear (12.9)

(4.3 points) The method is named checkForTeddyBear

(4.3 points) When the hero encounters a teddy bear, the hero picks up the bear and all the skulls leave the world.

(4.3 points) If when picking up the bear, the hero has more than one flower, then another teddy bear will appear in the world.

Hero Encounters a Skull (8.6 points)

(4.3 points) The method is named checkForSkull

(4.3 points) If the hero encounters a skull, the scenario stops.