CS 480/680 – Pinball Game

- Evaluator: _____ Please circle one:(480/ 680)

- Project by: _____

  _____

  _____

BASIC (13 pts)

Models: Ball,	Out of 1	_____
Models: Board	Out of 1	_____
Models: 2 Flippers	Out of 1	_____
Models: Cylindar Bumpers	Out of 1	_____
Models: Back Board(vertical splashboard at the top of the game)	Out of 1	_____
Models: Plunger	Out of 1	_____
Movable Viewpoint (Camera)	Out of 2	_____
Textures	Out of 2	_____
Scoring (in terminal)	Out of 1	_____
Game Logic (3 balls before game over,...)	Out of 2	_____

Subtotal _____

Bullett (13 pts)

Proper Collision Detection	5	_____
Gravity for Ball	2	_____
Paddles that move a work appropriately	2	_____
Ball plunger to start the game	2	_____
Ball not leaving the board	2	_____

Subtotal _____

Lighting (10 pts)

Ambient (adjustable up and down)	1	_____
Specular (adjustable up and down)	1	_____
Color [diffuse]	1	_____
Per Vertex lighting	1	_____
Per Fragment Lighting	1	_____
The ability to switch beteen Per Vert and Per Frag (at runtime)	2	_____
Spotlight	1	_____
Multiple Lights	2	_____

Subtotal _____

EC for 480, Required for 680 (2 pts)

Plunger Intensity changes via kbd	1	_____
Spotlight that follows the ball (w/ radius and intensity adjustments)	1	_____

	Subtotal	_____

EC for All (**Note:** Max 10 pts on EC)

Game Replay	1	_____
Sound Effects	1	_____
Score in game on SplashBoard	1	_____
Top 10 Scoreboard	1	_____
Bumpers that bounce and light when hit	1	_____
Multiple balls	1	_____
Other: _____	1	_____
Other: _____	1	_____
Other: _____	1	_____
Other: _____	1	_____
Other: _____	1	_____
Other: _____	1	_____

	Subtotal	_____

Documentation and Code (20 pts)

Report Folder	1	_____
Title Page (with name and project)	1	_____
Overview (Did they list EC,...)	3	_____
User Manual (with Screen Shots)	5	_____
Tech Manual (Issues, what they would do differently,...)	5	_____
Code (Compiles, Documented,...)	5	_____

	Subtotal	_____
	Total	_____

- Is this better than Your's? _____

- What would you recommend they do differently?