

Advanced Multimedia Project 2 Final Marking Scheme

Practical Class: _____ Name: _____

Matric No: _____ Category: Digital Book / Interactive Game

Project Title _____ UID Project Title: _____

Project Work Project Presentation	35%	Upload to server before presentation Week 14 (Presentation of Project Work)
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Penalty for late submission

within 24 hrs – 15%

24 – 48 hrs – 30%

48 – 72 hrs – 60%

> 72 hrs – 100%

Submission Checklist:

- Clearly labelled envelope (Your **Full name**, Class, serial no., and matric no.)
- Final Flash file (*.fla) in clearly labelled Disk (for backup, e.g. zip disk, CD or floppy)
- Printout of the complete final ActionScript codes
- This marking scheme with your particulars filled
- Project 2 prototype report (it is with the lab lecturer)
- Bring hardcopy book** (digital book category only) for project **presentation**
- Upload project work to server before presentation (server upload procedure)

Unidentified submission may be treated as a non-submission.

Submit the envelop during your allocated project presentation date/time.



You are required to present your project during the project presentation slot allocated to you in Week 14. Project presentation schedule will be posted on the subject website.

Please be punctual for your presentation.

Late penalty applies for being late for the presentation.

Late penalty applies for missing submission items. (e.g. Did not upload to server etc)



Graphic User Interface - User-friendly / Quality of the interface design - Good guidance, instructions (online and/or manual) - Screen Layout – proper placement of elements like score & elements; alignment, proportion - Attention to details, sprite overlay, smoothness of animation. - Quality of the scanned images / cast members	4	3	2	1	0
Project Design - Good translation of Informal Design to actual ActionScript. - Final project submission similar to original prototype design. - Appropriate and meaningful variable and function names - Efficiency of code, minimal redundancy. - Digital Book Only – Good Navigation Structure, Good Design Concept / Metaphor	4	3	2	1	0
Must-have features for the Interactive game - Features that satisfy the basic game rules - Background sound effects - Interactivity – appropriate use of mouse, keyboard for the game. Must-have features for the Digital Book - Narrative background sound element - Navigation structure - Good and friendly interactivity	9	6.8	4.5	2.3	0
Good Programming Practice - Well tested - No fatal error - Bug-free; Minimal or zero logic errors - Good in-line comments - Minimal hardcoding – use variables; constants - Modularity – modular code design. - Use of switch statements where appropriate - Object-Oriented design Digital book students can only score a maximum of 3 marks (unless they use substantial amount of ActionScript Codes)	8	6	4	2	0
Submission and Presentation - Clarity of speech, body language, quality of presentation	3	2.3	1.5	0.8	0
Advanced Features - Exceptional efforts / techniques (outside the basic requirements.) to earn extra marks. Student to highlight them during presentation.	4	3	2	1	0
Relationship with Main Website - Game design is related to UID subject matter - Exercise creativity in designing games / digital book, in relationship with the main web site	3	2.3	1.5	0.8	0
Late Penalty? Any missing item from the check list? Did not upload to server?	- %				
 Game Category Only Use digital picture / image that is NOT created by the student. (must draw / trace / scan)	- 5				
 Digital Book Category Only Did not bring hardcopy book.	- 5				
Use picture / image that is NOT from hardcopy book.	- 5				
Total file size > 85MB. (-1 mark for every 5MB excess)	- marks				
Submit work NOT of his/her own	FAIL THIS SUBJECT				
Total (35%)					