CIS 202 – WINTER 2011
Cover sheet for “Draw the Scene” assignment (due 9 March 2011)

____ (2 points) You have separate classes for Sprite, Tree, Ammon, Robber, Sheep, Water, and the "main program" (Game).
____ (3 points) Sprite class has the variables, methods, and constructors listed in the specifications
____ (2 points) Tree, Ammon, Sheep, Robber, Water all extend Sprite
____ (3 points) Passing a relative position to a sprite updates both its relative and absolute position
____ (5 points) Absolute position is calculated from relative position
____ (4 points) Sprite moves correctly when TA randomly changes one of your sprite's x,y positions.
____ (2 points) Overridden methods (init, paint, Water.draw) are marked with @Override annotation
____ (2 points) Main program instantiates all sprites and sets their relative position
____ (3 points) All sprites appear in their correct position in the applet window
____ (3 points) Rows and columns for the map are stored in variables
____ (2 points) Applet window has a neutral background color
____ (2 points) Map background has an earthy color
____ (2 points) Map has thin line around its border, separating map from applet background
____ (2 points) Each major section of the program is commented.
____ (2 points) Source code is neatly and consistently indented.
____ (1 points) Show the TA that you submitted your code to Blackboard.
____ Did you do the EXTRA CREDIT? (1 point)

POINTS EARNED: __________
POINTS POSSIBLE: 40

T.A. Name ____________________________
T.A. Signature ________________________
(T.A. will not sign until you put your name/date above!)

I certify that I completed this assignment on the date above. I also certify that I did all my own work. I did not copy someone else’s code, including off the Internet. I know what each line of code does, and I can reproduce it in a test situation.

Student's signature ____________________