IN3026: Advanced Games Technology
Coursework marking scheme: Milestone 1

Student	
Marker	Dr Chris Child

Marking criterion	Mark	Out Of	Comments
Intro screen (with optional keyboard/mouse controls)		10%	
Primitive-based object (multiple instances with transformations)		20%	
Skybox (seamless) and terrain textures (unstretched)		10%	
Camera motion technique		15%	
Mesh-based object (multiple instances, textured, lit, transform)		10%	
Game theme coherence		10%	
Report, including game idea description		15%	
Source code design, organisation, and coding style		10%	
Plagiarism check		0%	
Total	0%	100%	