

CS 20: Changing Image Checklist (16 marks)

Changing Value Function (3 marks)

- At least one unique function** that changes the value of the global variable(s)
- The function uses at least one global variable
- The function uses at least 4 if-elif-else statements (the image can be changed in 4 different ways)

Interactivity (4 marks)

- The image changes noticeably when any of 4 or more specific keys are pressed
- The image changes in at least 4 different ways (direction, size, colour, etc) when a corresponding key is pressed
- If any other than the specified keys are pressed, the image does not change in any way
- Instructions for the user is printed on the Processing Draw screen or in the dialogue box

Formatting (5 marks)

- Proper Indentation
- Proper Syntax
- Appropriate use of white spaces
- Appropriate Line Spaces
- Appropriate Filename (For example: Cotcher_Janice_Image)

Documentation (4 marks)

- The program has a header
- Comments for at least blocks of code that belong together
- Comments for any functions
- An explanation for all variables