ECE 391 MP2.1 Grade Sheet

neckpoint 1 (max: 34 points min: 0 points)	
Style (max: 10 points min: 0 points)	
Code Design (max: 2 points min: 0 points)	
Usage of Helper Functions (text to graphics and copy status bar)	/2
<u>Documentation</u> (max: 8 points min: 0 points)	
Full Function Interfaces	/2
Comments	/3
Magic Numbers	/3
Checkout and Compilation (max: 0 points min: -5 points	nts)
No conflicts/issues when checking out code from repo (Ex: object files present in the repo)	0 or -5
No warnings during compilation	0 or -5
Bug Log (max: 0 points min: -6 points)	
Well maintained Bug Log	0 or -6
Ability to explain Bugs	0 or -6
Functionality (max: 24 points min: 0 points)	
Draw Vertical Line	/4
Status Bar Appearance	/5
Text-to-graphics Functionality	/5
Status Bar Contents Appearance	/7
Status Bar Message Synchronization	/3
Miscellaneous Errors	/-3 (max 0)
Total	/34

ECE 391 MP2.2 Grade Sheet

Checkpoint 2 (max: 66 points min: 0 points)	
Style (max: 8 points min: 0 points)	
<u>Documentation</u> (max: 8 points min: 0 points)	
Full Function Interfaces	/2
Comments	/3
Magic Numbers	/3
Checkout and Compilation (max: 0 points min: -	5 points)
No conflicts/issues when checking out code from repo (Ex: object files present in the repo)	0 or -5
No warnings during compilation	0 or -5
Bug Log (max: 0 points min: -4 points)	
Well maintained Bug Log	0 or -4
Ability to explain Bugs	0 or -4
Functionality (max: 48 points min: 0 points)	
TUX Functionality (max: 20 points min: 0 p	points)
Buttons	/4
Setting LEDs (including decimal points)	/4
Clearing LEDs (including decimal points)	/4
Reset	/4
Spamming LEDS	/4
Game Functionality (max: 28 points min: 0	points)
Octrees	/17
TUX Buttons in Game	/4
TUX LEDs display time	/3
TUX Integration and Synchronization	/4
Miscellaneous Errors	/-3 (max 0)
Questions (max: 10 points min: 0 points)	
Able to adequately answer questions	/10
Γotal	/66