Major Project Marking Guide   Angel, Amber, Bailey

Code (25 marks) In each category below higher marks will be awarded to teams that demonstrate correct metadata, ~~appropriate use if comments~~, descriptive variable names and efficient code. *some*	Marks
Some correct coding	0 - 5
Working program but does not meet basic requirements outlined in sprint	6 - 10
Meet basic requirements of initial sprint 1 (text based game)	11 - 15
Meets requirements of second sprint 2 (basic graphical rendering)	16 - 20
Meets requirements of third sprint 3 (graphical game) *2 run time errors needed fixing*	21 - 25 *23*
Other project components (50 marks)	
Project Planning (evidence of planning of your project using tools in GitHub. Higher marks will be awarded to teams that show evidence of detailed planning and task allocation) *good use of planning tool*	0 - 5 *5*
Design brief (higher marks will be awarded to those teams that 'identify the problem' and a description of their proposed solution including explicit outcomes *only meeting notes, no solution or outcomes*	0 - 5 *2*
Storyboard ('screenshots' of the game at each important phase of play in logical order) *good but maybe less angry language*	0 - 5 *5*
Data flow diagram (should show processes, data flows, external entities and data stores)	0 - 5 *4*
Algorithm design (flowchart or pseudocode: higher marks will be awarded to those algorithms that show all terminators, processes, inputs and outputs, subprograms and decisions using ~~correct symbols~~ [flowchart] or syntax [pseudocode])	0 -15 *8*
Data dictionary (higher marks will be awarded for data dictionaries that give correct descriptions of all variables used in the program. Teams using classes need not include class attributes.)	0 - 10 *4*
User manual (higher marks will be awarded to manuals that describe the ~~purpose of the game~~ and give detailed and logical instructions for playing. ~~The user manual should also include system requirements and licencing~~)	0 - 5 *3*

31

Total: 54/75 = 72%