NasUs (Brenden Ferkans)

Project

Category	Full Marks (3 Points)	Partial Credit (2 Points)	Partial Credit (1 Points)	No Marks (0 Points)	Score
Quality of Work	Work (e.g., code) looks correct and organized. The project's readme file is clear, intelligible, and give a good idea of what the project is about.	Work (e.g., code) looks mostly correct and organized. The code could be better structured. OR the project readme file is somewhat unclear.	Work (e.g., code) is mostly disorganized. OR the project readme file is very unclear.	No code is given.	3
Comments (e.g. Give an example of what could be improved. How can the code or readme file be improved?, etc.)	The outline is substantial enough and the organization is clear enough that even without a ton of code, the project already has a good baseline				

Intellectual Merit	The project looks interesting, creative, and/or substantial.	The project is interesting, creative, and/or substantial, but does not seem feasible to do in a semester.	The project lacks substantial complexity.	No code is given or the project description is too vague to determine if the research has merit.	2
Comments (e.g. Give an example of what could be improved. If the project is too complex, what parts of the project could feasibly done? If the project is too simple, what features could be added?)		Although there is no given code to go off of, the outline, video explanation, and visual all helped to understand that the project has a clear and direct path. This path, if followed, can easily see this project done within the semester			
Video	The video gives a helpful, clear depiction of the project.	The video gives a helpful, clear depiction of the project, but is confusing or vague in parts.	The video does not give a helpful, clear depiction of the project.	The video is missing or is inappropriate.	2

exactly will	
be conducted	
to complete	
the necessary	
code? What	
will be done	
if there are	
bumps in the	
road or the	
code throws	
unknown	
errors? Does	
the code itself	
have a clear	
structure?	
Can you	
picture it in	
your head	
before	
needing to	
write it?	
	to complete the necessary code? What will be done if there are bumps in the road or the code throws unknown errors? Does the code itself have a clear structure? Can you picture it in your head before needing to