<u>GoblinSlayer</u>

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 readme tells me exactly what the details of the project are, so I think it's complete as it stands.				
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.	3

	I	I	I	I	Ι
Comments (e.g.	It is already				
Give an example	apparent				
of what could be	that this				
improved. If the	game is a				
project is too	doable				
complex, what	project				
parts of the	based on				
project could	your				
feasibly done? If	progress, so				
the project is too	really it's just				
simple, what	a matter of				
features could be					
added?)	take it.				
	<u> </u>				
Video	The video	The video	The video	The video is	3
	gives a	gives a	does not give a	missing or is	
	helpful, clear	helpful, clear	helpful, clear	inappropriate.	
	depiction of	depiction of	depiction of the		
	the project.	the project,	project.		
		but is			
		confusing or			
		vague in			
		parts.			
Comments (e.g.	The fact that	<u>. </u>			
Give constructive					
feed back to help					
· ·	already				
improve the	enough code				
presentation	to use as an				
style.)	example				
	really helps				
	the video				
	explain the				
	project. You				
	did a good				
	job noting				
	what things				
	you want to				
	do and how				
	you will do				
	them. This				
	has nothing				
	to do with				
	the project,				
	but bold of				
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you to		
recommend		
Goblin		
Slayer to just		
anyone who		
might've		
seen your		
video, given		
the nature of		
the anime (I		
haven't		
watched it		
but I		
remember		
the anime		
community		
going		
ballistic		
when the		
first episode		
came out).		
I'd love to try		
your game		
when it is		
finished!		