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| **Criteria** | **Level 2 2 points** | **Level 1 1 point** | **Level 0 0 points** |
| Functionality | Program randomly chooses a number between 1 and 20, continually prompts the user for a guess and provides feedback on each guess.  The game ends when the user guesses the number. | Has most required functionality.  Possibly not showing the random number to guess (difficult to test) or program does not end when user guesses number. | Only has minimal functionality. |
| Error Handling | Program checks that the user enters a number and that the number is between 1 and 20. | Only checks that the number entered is between 1 and 20, no check to see if the input is indeed a number. | No error checking performed. |
| Legibility | Code is legible.  (Good use of white space, self-documenting variable and method/function names, methods/functions are not to wide or long (code broken reasonably over multiple methods/functions if needed).) | Code is mostly legible but some improvement is possible. | Code is difficult to read. |
| Documentation | Class is documented, preferably using Javadoc: explains what class is for and how to use is.  Methods are well document, preferably using Javadoc: explains what method does (not how) and how to use/call the method (preferably using pre- and post-conditions).  In-line documentation used where appropriate (not too much and not too little). | Documentation is mostly good.  Some improvement possible for either class, method or in-line documentation.  (But only for one of these.) | Documentation needs more work. |
| **Overall Score** | **Level 3 7 or more** | **Level 2 4 or more** | **Level 1 0 or more** |