

OLA 3 EVALUATION FORM

Name: _____

Comments (10)	
Main comment block	____/2
Each user defined function is documented with function description	____/2
Each constant and variable is documented.	____/2
Each section of statements in the program is documented.	____/2
Each method is documented in the header file	____/2
Programming Styles (10)	
Meaningful names for constants and variables.	____/2
Use indentation to make program easier to read.	____/2
Use white space and blank lines to enhance program readability.	____/2
Sizes of arrays used are created as constants.	____/4
The array size constants are used to control the loop	
Functionality (30)	
Unsorted list class is used to create the list of letters in a word	____/3
Unsorted list class is used to create the list of letters guessed by the user	____/3
Each game will use a randomly selected word from the word bank	____/2
User input is checked to only allow alphabetical letters	____/2
Separate functions are used to: - Play one single game using one selected word – “PlayGame” - Input user guess and check for validity - Check whether user made one correct Guess – “CorrectGuess” - Display a word by displaying the game board (your program may have additional functions)	____/20
Program Output (50)	
- Display the game board at the beginning of each game, and after each correct user guess is entered (8) - Display the set of user guesses entered sofar at each round (8) - Display correct message when the user enters the correct guess (5) - When the user have completed the word, display the congratulations message (8) - When the user enters the incorrect guess, display the Hung Status correctly. (10) - At the end of the game, display the word to be guessed. (5) - Allow user to continue to play another game when desired. (6)	____ / 50
TOTAL	/100