

## Project one rubric (the final grade will be divided by four)

Item	points	Unacceptable 0-55%	Unsatisfactory 55-70%	Satisfactory 70-85%	Very good 85-100%
<b>Report</b>	<b>2</b>	No report or very poor coverage of the project is provided.	The report is not well structured, does not give a clear idea about the targeted work.	The report describes fairly well all aspects related to the project.	Not only it describes the project but also it provides a good justification of all steps of the work.
<b>Quality of code<sup>1</sup></b>	<b>5</b>	Very dirty code is provided.	The code is poorly organized and very difficult to read.	The code is fairly easy to read.	The code is exceptionally well organized and very easy to follow.
<b>Documentation Commenting the code and a readme file.</b>	<b>2</b>	No comments or readme file is provided.	The documentation is simply comments embedded in the code and does not help the reader understand the code. No instructions are provided about how to run your code.	The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code. Some instructions about how to run the code are provided.	The documentation is well written and clearly explains what the code is accomplishing and how. Clear and complete instructions about how to run the code are provided.
<b>Goal achievement</b>	<b>5</b>	None of the goals is achieved.	The implemented program only performs one components (infrastructure and game).	The implemented program performs the two components.	The implemented program performs the two components completely and efficiently with a discussion of that in the documentation.
<b>Oral presentaion</b>	<b>2</b>	Not done.	Serious components are missing (e.g. no demonstration, no code presentation)	Covers all the aspects: code, demonstration, leared, labor sharing, etc.	

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<sup>1</sup> Please note if the code does not compile, the TA cannot test it and consequently it will not be graded.