| Evaluation Item | Unacceptable (0) | Accept | able (1) | Comments |
|--|---|---|--|---------------------------------------|
| Verifiability Note: If this item is "unacceptable", the rest of the assignment will not be marked. | The submission lacks a script for validating the parser, or the script provided could not be used to verify the parser. | The submission includes (a) a set of tests for verifying the parser and (b) a script to build your parser and to parse those tests. That scripts can be used on a lab machine to verify the parser outputs. | | |
| Evaluation Item | Unacceptable (0) | Marginal (2) | Proficient (3) | Comments |
| Correctness | The extension or optimization has broken the compiler's ability to generate code in many cases. | The extension or optimization has caused the compiler to fail in edge cases. | The compiler continues to generate legal code with the extension or optimization enabled. | Scoring appears to still be an issue? |
| Robustness (new feature) | The extension or optimization only works on a very narrow set of cases. Alternatively, no extension or optimization is present. | The extension or optimization fails to account for some edge cases or rules out some common cases. | The extension or optimization is capable of handling unexpected or incorrect input gracefully. | |

| Evaluation Item | Unacceptable (0) | Marginal (2) | Proficient (3) | Comments |
|------------------------|---|--|--|---|
| Documentation | The extension is not clearly identified or the document does not explain its purpose. Alternatively, there is no documentation to support the submission. | The extension is identified clearly, however, the documentation fails to distinctly illustrate/explain how it is implemented or why it is interesting. | The extension or optimization is identified clearly. The document explains what it does, how it is implemented, and why it is interesting. | Proofread! Your communication ability is what sets you apart as a professional. extendibility -> extensibility binded -> bound taking generating → taking OR generating (2) |

| Evaluation Item | Unacceptable (0) | Marginal (3) | Proficient (5) | Comments |
|--------------------------------|--|---|--|---|
| Evaluation Item Overall Design | Unacceptable (0) The compiler is implemented as a monolithic structure, with no clear delineation between the phases. | Marginal (3) The overall design of the compiler could be improved by removing cross-coupling or factoring the optimization(s) or extension(s) into separate stages. | Proficient (5) The overall design of the compiler is modular and clean. Crosscoupling of components has been minimized. | Really C specific. openGL is cross-platform; your code could be. Did get multiple games running, and we understand that getting ROMs running often requires custom code. Could the opcodes have been set up with macros to reduce your code? It's a monster |
| | | | | file. (587-1612) Would have been nice to split up hardware files from the opcode parsing and translation. (3) |

| Robustness | The compiler only | The compiler | Overall, the compiler is | |
|--------------------|-----------------------|---------------------------|------------------------------|--|
| (overall compiler) | works in a narrow set | occasionally fails due to | capable of handling | |
| | of cases. | unexpected input. | unexpected or | |
| | | | <mark>incorrect input</mark> | |
| | | | gracefully. | |
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Additional Notes:

The sprite extraction is a very neat application, and it demonstrates good understanding of the graphics assets in the ROM.