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| --- | --- | --- | --- | --- | --- |
|  | **Level 4** | **Level 3** | **Level 2** | **Level 1** | **R** |
| **Overall Functionality** | Program functions exactly as designed, with further enhancements. | Program functions exactly as designed. | Program functions as designed, with minor bugs. | Program functions as designed, with major bugs. | Program does nothing. |
| **Deck Shuffling** | Deck is shuffled effectively using “one card shuffle” convention. | Deck shuffling is usually effective, using “one card shuffle” convention. | Deck shuffling is usually effective, without using “one card shuffle” convention. | Deck shuffling is rarely effective, without using “one card shuffle” convention. | No evidence of deck shuffling. |
| **Question Responses** | Question responses are detailed and indicate an expert level of understanding of the code. | Question responses are mostly detailed and indicate a good level of understanding of the code. | Question responses are somewhat detailed and indicate a developing level of understanding of the code. | Question responses are not detailed and indicate a low level of understanding of the code. | No question responses. |
| **Aesthetics** | Program is designed in an attractive, intuitive way that makes it easy for the user to know what to do. | Program is designed in an attractive, intuitive way that makes it easy for the user to know what to do, with some distracting features. | Program design is clear, with many distracting features or unclear components. | Program design is unclear and makes it difficult for the user to know what to do. | No evidence of design. |
| **Code** | Code is as efficient and organized as possible, using proper naming conventions for all variables and controls. | Code is efficient and organized, using proper naming conventions for most variables and controls. | Code is inefficient and/or disorganized, using proper naming conventions for some variables and controls. | Code is inefficient and disorganized, using proper naming conventions for few variables and controls. | No evidence of code. |
| **Comments** | Code has thorough comments indicating the role of every component, making it easy for an outsider to read and understand. This includes a comment header. | Code has comments indicating the role of most of the components, making it easy for an outsider to read and understand. | Code has some comments indicating the role of a few of the components, making it easier for an outsider to read and understand. | Code has minor comments indicating the role of a few of the components. | No evidence of comments. |

**ICS4U – Project 6 – Memory Game**

**Overall Mark: \_\_\_\_**