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| **Design and Pseudocode Rubric** | | | | | |
| **0 to 15** | **15 to 21** | | | | **21 to 30** |
| **Novice** | **Practitioner** | | | | **Expert** |
| * Poor structure & content with little evidence of knowledge of problem domain * Limited introduction and background * Limited feasibility and evidence of design and requirements analysis * Limited evidence of critical analysis and OO design decisions * Inadequate OO diagrams | * Good structure & content with satisfactory evidence of knowledge of problem domain * Acceptable introduction and background * Satisfactory feasibility and evidence of design and requirements analysis * Satisfactory evidence of critical analysis and OO design decisions * Adequate OO diagrams | | | | * Report structured to a high standard with content that exhibits expert knowledge of the problem domain. * Extensive introduction, background, feasibility study and evidence of requirements analysis * Critical analysis and OO design decisions written to a highly professional standard * Extensive OO diagrams |
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| **Implementation and Execution Rubric** | | | | | |
| **0 to 18** | **18 to 32** | | | | **32 to 45** |
| **Novice** | **Practitioner** | | | | **Expert** |
| * CA will achieve minimum functionality * CA may contain some syntax and/or run-time errors * CA code will be poorly commented and/or formatted * CA will contain basic features; application will not be tested properly * CA code will not follow applicable coding conventions * Presentation, CA code and documentation will display a poor understanding of technologies | * CA will achieve expected functionality * CA will contain no syntax or unhandled run-time errors * CA will be reasonably commented and formatted * CA will contain no additional features * CA will be tested to a reasonably degree * CA program code will follow appropriate coding conventions * CA will display an adequate understanding of OO programming frameworks, use of pointers, virtual functions etc | | | | * CA will be expertly commented and formatted * CA will contain advanced features programming concepts and use of object reuse, virtual functions, pointers etc * CA will be tested expertly * CA code will follow applicable coding conventions * CA code will display an expert understanding of OO frameworks used. |
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| **Innovation Rubric** | | | | | |
| **0 to 12** | | **12 to 18** | | | **18 to 25** |
| **Novice** | | **Practitioner** | | | **Expert** |
| * CA will include some form of novel functionality as part of game play * Some evidence of creative thinking * Clear evidence of development of ideas. Some design issues unresolved. | | * Strong and clear evidence of creative thinking * Ideas are innovative (inventive, original, novel) * Ideas leverage OO frameworks and best practice | | | * CA in demonstrable to wider audience including industry and public showcase as an exemplar of innovation and use of OO * Idea is unique to this game only and distinguishes it from its peers * Idea has potential to further develop the CA to be an independent piece of Intellectual Property |