

IN628: Programming 4

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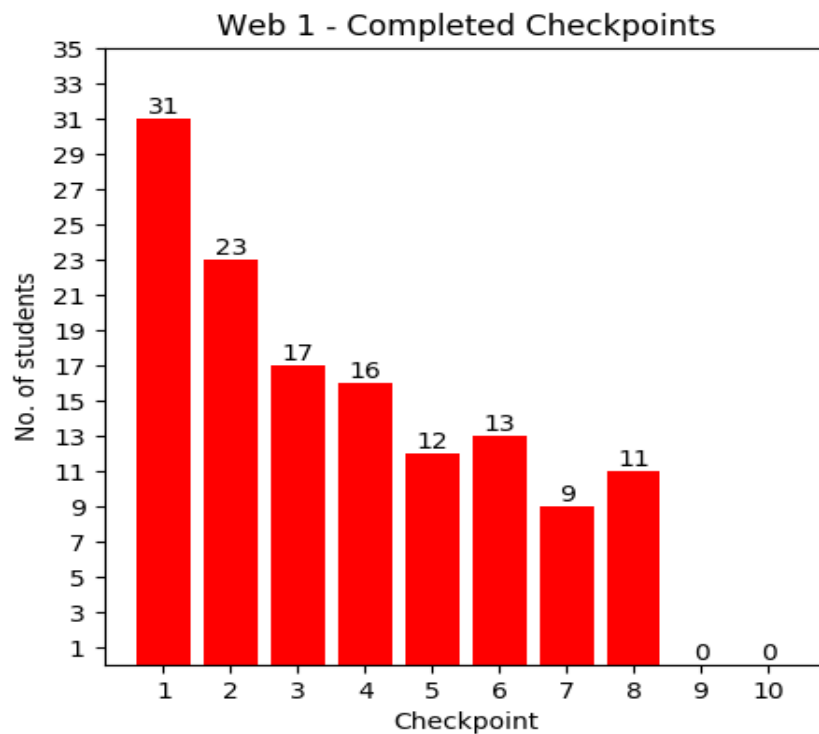
Overall Marks:

| In Class Checkpoints | Software Projects | Theory Exam | Overall Grade |
|----------------------|-------------------|-------------|---------------|
| 4% | 0% | 0% | 4% (E) |

In-Class Checkpoints:

| CP 1 | CP 2 | CP 3 | CP 4 | CP 5 | CP 6 | CP 7 | CP 8 | CP 9 | CP 10 | CP 11 | CP 12 | CP 13 |
|------|------|------|------|------|------|------|------|------|-------|-------|-------|-------|
| Y | Y | Y | N | Y | Y | Y | N | N | N | N | N | N |

| CP 14 | CP 15 | CP 16 | CP 17 | CP 18 | CP 19 | CP 20 | CP 21 | CP 22 | CP 23 | CP 24 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| N | N | N | N | N | N | N | N | N | N | N |



Roguelike Assignment Marking Schedule:

| Component | Weight | Score |
|------------------------------|--------|-------|
| Code commenting | 10% | 0% |
| Planning document | 10% | 0% |
| OO architecture | 20% | 0% |
| Code elegance | 25% | 0% |
| Functionality and robustness | 25% | 0% |
| Player experience | 10% | 0% |

Grade: 0% (E)

Percentage: You have gained 0% out of a possible 45%.

Language Exploration Marking Schedule:

| Component | Weight | Score |
|------------------------------|--------|-------|
| Code commenting | 35% | 0% |
| Program structure | 20% | 0% |
| Code quality | 20% | 0% |
| Functionality and robustness | 25% | 0% |

Grade: 0% (E)

Percentage: You have gained 0% out of a possible 25%.