IN628: Programming 4

Name: Test1 Test1 - 1000000001

Overall Marks:

In Class Checkpoints	Software Projects	Theory Exam	Overall Grade
0%	0%	0%	0 (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
N	N	N	N	N	N	N	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

Total: You have completed 0 out of 24 in-class checkpoints.

Percentage: You have gained 0% out of a possible 15.00%.

Checkpoint Feedback:

Checkpoint 1 - : Did Not Complete

Checkpoint 2 - : Did Not Complete

Checkpoint 3 - : Did Not Complete

Checkpoint 4 - : Did Not Complete

Checkpoint 5 - : Did Not Complete

Checkpoint 6 - : Did Not Complete

Checkpoint 7 - : Did Not Complete

Checkpoint 8 - : Did Not Complete

Checkpoint 9 - : Did Not Complete

Checkpoint 10 - : Did Not Complete

Checkpoint 11 - : Did Not Complete

Checkpoint 12 - : Did Not Complete

Checkpoint 13 - : Did Not Complete

Checkpoint 14 - : Did Not Complete

Checkpoint 15 - : Did Not Complete

Checkpoint 16 - : Did Not Complete

Checkpoint 17 - : Did Not Complete

Checkpoint 18 - : Did Not Complete

Checkpoint 19 - : Did Not Complete

Checkpoint 20 - : Did Not Complete

Checkpoint 21 - : Did Not Complete

Checkpoint 22 - : Did Not Complete

Checkpoint 23 - : Did Not Complete

Checkpoint 24 - : Did Not Complete

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%

Comments: Please refer to the feedback at the end of this document.

Grade: 0 (E)

Percentage: You have gained 0% out of a possible 45.00%.

Langauge Exploration Marking Schedule:

Component	Weight	Score
Code commenting	40%	0%
Program structure	20%	0%
Code quality	20%	0%
Functionality and robustness	20%	0%

Comments: Please refer to the feedback at the end of this document.

Grade: 0 (E)

Percentage: You have gained 0% out of a possible 25.00%.

IN628 2019 Assignment 1 – Roguelike Marking Schedule

Author(s):   Test 1