CSE 3902 Sprint 3 Grading Rubric

Team Name: Team 3

Graded by: Grace McKenzie [mckenzie.401@osu.edu](mailto:mckenzie.401@osu.edu)

Planning and Documentation

Performance/Burndown chart assessment:

* You should analyze/explain your burndown chart results in your reflection.

Implementation

Missing Environment – non-interactive

* Enemy cloud appearance

Bugs (undocumented):

* Mouse controller for room switching does not work properly.
* When Link dies, the game should quit, reset, or perform some other transition.

Code Quality

Code analysis warnings:

* Please fix warnings regarding naming conventions instead of suppressing them. They shouldn’t take long to fix.

Code Quality:

* Get rid of magic numbers; use utility classes.
* The methods ‘OnCollisionResponse’ in the game object classes introduce coupling between every object and the collision handler and makes the classes less cohesive.
* Try not to rely on strings and avoid using switch cases on strings. Instead use object names or enums, for example, and avoid switch cases so your code is more maintainable.
* I’m not sure what the purpose of the ItemType, EnemyType, etc. classes is.
* There are several very similar states (i.e. dead enemy states). These could be consolidated somehow, or simplified using abstract classes.
* Remove the ‘this’ keyword when it is not necessary.

Other Comments:

* Link’s movement is too touchy; sometimes it is hard to get him to move in between two blocks.

Grade: A- Great work! Let me know if you have any questions.