ECE 391 MP2.2 Grade Sheet

<u>Checkpoint 2</u> (max: 66 points | min: 0 points)

    <u>Style</u> (max: 8 points | min: 0 points)

        <u>Documentation</u> (max: 8 points | min: 0 points)

Full Function Interfaces	___/2
Comments	___/3
Magic Numbers	___/3

    <u>Checkout and Compilation</u> (max: 0 points | min: −5 points)

No conflicts/issues when checking out code from repo	0 or −5
(Ex: object files present in the repo)	
No warnings during compilation	0 or −5

    <u>Bug Log</u> (max: 0 points | min: −4 points)

Well maintained Bug Log	0 or −4
Ability to explain Bugs	0 or −4

    <u>Functionality</u> (max: 48 points | min: 0 points)

        <u>TUX Functionality</u> (max: 20 points | min: 0 points)

Buttons	___/4
Setting LEDs (including decimal points)	___/4
Clearing LEDs (including decimal points)	___/4
Reset	___/4
Spamming LEDS	___/4

        <u>Game Functionality</u> (max: 28 points | min: 0 points)

Player Appearance	___/4
Maze and Status Bar Colors	___/4
Floating Text	___/11
TUX Buttons in Game	___/4
TUX LEDs display time	___/3
TUX Integration and Synchronization	___/4
Miscellaneous Errors	___/−3 (max 0)

    <u>Questions</u> (max: 10 points | min: 0 points)

Able to adequately answer questions	___/10

<u>Total</u>   ___/66