**Review**

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| --- | --- |
| Student’s Name |  |
| Your Name (reviewer) |  |
| Total Points |  |

**Due**

Please turn in your review to both the student and Dr. Ficklin by Feb 16th.

**Instructions**

Using the checklist below, evaluate the other student’s project. You may award partial points if you feel the project partially meets expectations. If a criterion below is not fully met, please add a note indicating why it does not meet expectations. Student reviews are not graded but are meant to improve the projects. Only instructor reviews of projects, turned in after the 19th will be graded using the same checklist below.

## **Grading Checklist** (100 points possible)

1. The program:
   1. accepts the following command-line **(10 points).**

python game\_of\_life.py 50 14:40 15:42 16:39 16:40 16:43 16:44 16:45

* 1. executes to completion without presenting an error **(10 points).**
  2. terminates with the pattern shown in requirements #8 above **(15 points).**

1. The program uses the following:
   1. command-line arguments **(5 points).**
   2. a while loop **(5 points).**
   3. if statements **(5 points).**
   4. lists or dictionaries **(5 points).**
2. The program does not use global variables and has at least one function **(5 points).**
3. The program follows Sphinx docstring style documentation
   1. The program has a header **(5 points).**
   2. Each function has documentation for each parameter and its type is described **(5 points).**
   3. Each declared variable has a comment **(5 points).**
4. The printed grid is 30 x 80 with dashes for “off” cells and X for “on” cells **(5 points).**
5. The program runs for as many “ticks” as indicated in the command-line (e.g. 50) **(5 points).**
6. The program prints each time point (tick) to the screen following the rules above **(5 points).**
7. The program was reviewed by another student **(10 points).**