

BSENGG - GD1P02 - Algorithms and Data Structures - Achievement Based Performance					
Element 1: Code Implementation	%	<b>A</b> <b>(Range: <math>80\% \leq x \leq 100\%</math>)</b> <i>Professional quality work, showing excellent technical capabilities, creativity, imagination, originality and style.</i>	<b>B</b> <b>(Range: <math>65\% \leq x &lt; 80\%</math>)</b> <i>Work approaching a professional standard, showing very good technical capabilities, creativity, imagination, originality and style.</i>	<b>C</b> <b>(Range: <math>50\% \leq x &lt; 65\%</math>)</b> <i>Adequate work, showing acceptable technical capabilities, creativity and imagination, perhaps limited in originality or style.</i>	<b>D (0%)</b> <i>Work that does not meet an acceptable standard, showing weak technical capabilities, creativity, and imagination.</i>
<b>1.1 Build Quality</b> <b>-File structure</b> <b>-All files submitted</b> <b>-No unnecessary files</b> <b>-Build cleanly</b>	<b>10.00%</b>	Solution builds cleanly under warning level three in both Debug and Release modes.  File structure of the Solution matches the requirements exactly.  All files required to execute the game are present and no unnecessary files are submitted.	Solution builds cleanly under warning level three in both Debug and Release modes.  File structure of the Solution almost matches the requirements.	Solution builds with warnings at level three in both Debug or Release mode, however does successfully compile.	Solution fails to build without errors in Debug or Release mode. <b>OR</b> The tutor has to seek assistance from the student in order to run the game.

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<b>Element 1: Code Implementation Continued...</b>	<b>%</b>	<b>A</b> <b>(Range: 80% ≤ x ≤ 100%)</b> <i>Professional quality work, showing excellent technical capabilities, creativity, imagination, originality and style.</i>	<b>B</b> <b>(Range: 65% ≤ x &lt; 80%)</b> <i>Work approaching a professional standard, showing very good technical capabilities, creativity, imagination, originality and style.</i>	<b>C</b> <b>(Range: 50% ≤ x &lt; 65%)</b> <i>Adequate work, showing acceptable technical capabilities, creativity and imagination, perhaps limited in originality or style.</i>	<b>D (0%)</b> <i>Work that does not meet an acceptable standard, showing weak technical capabilities, creativity, and imagination.</i>
<b>1.2 Runtime Quality</b> -Memory leaks. -Bugs. -Crashes.	<b>15.00%</b>	No bugs present in game. Game does not crash.  The program does not exhibit any memory leaks.  The game does not lag or hang.  The release executable is provided along with all necessary files and documentation to run the program, no extraneous files are provided.	Minor bugs are present in game. Game crashes on rare occasions.  The program does not exhibit any memory leaks.  The game does not lag or hang. The release executable is provided along with all necessary files and documentation to run the program.	Bugs are present in game. Game crashes often.  The program has one or two memory leaks.  The game may lag or hang slightly in some occasions.  Not all necessary files to run the program through a release executable are provided.	The game is highly buggy, inefficient or crashes often to the point of it being unenjoyable or unplayable. <b>OR</b> There are significant memory leaks in the game.
<b>1.3 Technical Features</b> -C++. -Object Oriented Programming. -Correct use of containers/data structures. -Correct use of algorithms.	<b>30.00%</b>	Appropriate, effective and correct usage of: C++, object oriented programming, algorithms and data structures	Element 1.3 A's criteria, with one major, or a few minor exceptions.	Element 1.3 A's criteria, with two major exceptions.	Inappropriate, ineffective or incorrect usage of the technologies listed in element 1.3 A's criteria.

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<b>Element 2: Deliverable Features</b>	<b>%</b>	<b>A</b> <b>(Range: <math>80\% \leq x \leq 100\%</math>)</b> <i>Professional quality work, showing excellent technical capabilities, creativity, imagination, originality and style.</i>	<b>B</b> <b>(Range: <math>65\% \leq x &lt; 80\%</math>)</b> <i>Work approaching a professional standard, showing very good technical capabilities, creativity, imagination, originality and style.</i>	<b>C</b> <b>(Range: <math>50\% \leq x &lt; 65\%</math>)</b> <i>Adequate work, showing acceptable technical capabilities, creativity and imagination, perhaps limited in originality or style.</i>	<b>D (0%)</b> <i>Work that does not meet an acceptable standard, showing weak technical capabilities, creativity, and imagination.</i>
<b>2.1 Interface Features</b> <b>-Clear instructions</b> <b>-Intuitive controls</b> <b>-Effective use of screen space</b> <b>-New game can be started without exiting the.exe</b>	<b>20.00%</b>	<p>All required interface features are implemented and polished.</p> <p>Interface and controls are intuitive and clearly documented, both in game and readme file.</p> <p>The game interface design and layout makes effective use of screen space.</p> <p>A new game can be started without restarting the game application.</p>	<p>All required interface features are implemented.</p> <p>Interface and controls are intuitive and documented.</p> <p>The game interface design and layout makes effective use of screen space.</p> <p>A new game can be started without restarting the game application.</p>	<p>All required interface features are implemented, but may not be clear to the user.</p> <p>Interface and controls are mostly intuitive and documented.</p> <p>The game interface design and layout mostly makes effective use of screen space.</p> <p>A new game can be started without restarting the game application.</p>	<p>Information displayed to the user is incomplete or in such a form that makes for a frustrating experience.</p> <p align="center"><b>OR</b></p> <p>User input is not intuitive or documented such that it is difficult for a new user to play the game.</p>
<b>2.2 Overall Game Quality</b> <b>-Polish</b> <b>-Commercial quality</b>	<b>25.00%</b>	<p>Game is completed to specifications in the original design and exhibits a high degree of polish approaching commercial quality.</p>	<p>Game submitted is polished and playable. Key game-play elements from the original design are implemented. One or two minor game-play bugs or deviations from the original design are acceptable.</p>	<p>Game submitted is playable. Game is unpolished, contains major game-play bugs or is missing major features from the original design.</p>	<p>The game is unplayable.</p>

<b>Total Individual Contribution</b>	<b>100.00%</b>
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