**SE – 185**

**General Grading Guide for Lab Reports**

**Lab Report Format:**

Points will be deducted for not following the specified lab report format for all labs except Lab 1. A point will be deducted for each missing section and the title page. There are six total points that can be lost by not following the prescribed format. Please use the [lab report format](https://drive.google.com/open?id=18WhE08tYhYcOsk47Vi4oaj5onEdELHo2) and the [lab report example](https://drive.google.com/open?id=1bBJa53lsaDtC2LGp6umnzc-xOalIopDZ) for Labs 2 - 9 (found on Canvas).

**Note on Labs where undergraduate TA needs to inspect the code:**

For the later labs (~Lab 5 onwards), undergraduate TAs will input *30 points* into the gradebook for a student who has successfully demonstrated the running program. These points will count as TA’s signature for having inspected and signed the code. *TA may award the partial credit for a code not working properly.*

**Lab Report Submissions**

Labs will appear and disappear on Canvas according to your lab schedule. The labs will be made available to you when your lab section begins and will disappear on the due date 10 minutes after your lab section begins. **Once the lab submission link disappears, the due date has passed, and late labs will not be accepted.**

All lab reports will be submitted via Canvas as a pdf file. All work, including code, must be put into one file and uploaded.

**Grading Disputes**

Grading disputes must be initiated within 1 week of receiving the graded work. We will not entertain grading issues outside this timeframe.

**Grader:**

Your graduate grader TA. Please make sure you know their name and have their email address. There is a list of all TAs in the class on Canvas.

**Lab 8:**

**Pre Lab**

Completed prior to the start of lab and has TA check off

Total: 15 points

**Part 1: Questions and Lab Report**

Total: 4 questions, 10 points each = 40 points

**Part 2: Printout of Source Code**

Total: 15 points

**Part 3: Undergraduate TA check off**

* The maze is randomly generated with a difficulty set with a command line argument. **(10 points)**
* The avatar does not move through walls (\*) and does not go out of the bounds of the maze. **(10 points)**
* Prints a winning message when the avatar, master of all four elements, reaches the bottom ("escapes the maze"). **(5 points)**
* Print the losing message when the avatar can no longer move at all.   
  |**A**| **(5 points)**
* Print the losing message when the avatar *can* move left or right, but not down. This is the "large bucket" problem. | **A** | **(bonus 10 points)**

Note: The large bucket problem does NOT expect you to solve cases described in the image below. That would be too complicated to write.

**\* A**

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Total: 30 points