

lab 4	Not Present (0)	Undeveloped (1)	Developed (2)	Well Developed (3)
Compilation and Errors (10%)	- Too many errors to mention.	- One major compile error	- One or two small syntax errors.	- No compile errors.
Commenting/Style (15%)	- Very few comments. - No organization to code.	- Minimal comments occur identifying some features or the comments are just repeated code. - Some use of the standards followed, but many not.	- Most code is commented but focuses on either organizing features or program details but not consistently both. - Header or CPP file well organized following standards, but no both.	- Code is commented to cover both organizational features and the details of program code. - Code is highly organized and all requirements adhered to.
Engine Parent Design (20%)	- No parent engine class exists or exists and is not used.	- Parent engine class exists and contains the game board as a static array. - No accessor methods are provided for accessing the dynamic memory.	- Parent engine class exists and implements dynamics memory, but does not enforce encapsulation and/or memory is not deallocated. - Accessor methods are provided for accessing the dynamic memory.	- Parent engine class exists and implements dynamic memory. - The memory is protected and encapsulation is ensured. - Memory is deallocated in destructor. - A range of accessor methods are provided for accessing the dynamic memory. - Null pointers are checked in the code, throwing errors on failure.
Engine Unit Testing (10%)	- There is no unit testing for engine.	- Engine is tested once, but not the full range of functionality.	- Engine is memory handling is tested, but not accessor methods.	- Engine is memory handling is tested, including accessor methods.
Screen Parent Design (15%)	- There is no screen parent class.	- Screen is used as an inherited parent.	- Screen parent is used and performs constructor based inheritance.	- Screen parent is used, providing initialization and any other general inherited features.
Robot TUI Functionality (15%)	- Something works.	- Runs without error for 5 key presses.	- Consistently works for key presses. - Features generally function with minor bugs.	- Able to play a game for several levels. - All features work.
Worm TUI Functionality (15%)	- Something works.	- Runs without error for 5 key presses.	- Consistently works for key presses. - Features generally function with minor bugs.	- Able to play a game for several levels. - All features work.