

lab 5	Not Present	Undeveloped	Developed	Well Developed
Compilation and Errors (10%)	- Too many errors to mention.	- One major compile error	- One or two small syntax errors.	- No compile errors.
Robot GUI Functionality (20%)	- 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 GUI Functionality (20%)	- 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.
Commenting/Style of Reference Code (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.
Pointer Code UnitTesting (15%)	- There is no unit testing for pointer code.	- Pointer code is tested once, but not the full range of functionality.	- Each object construction is tested.	- Both object construction and destruction are tested.
Pointer Code Construction/ Destruction (20%)	- No dynamic memory is implemented for this lab.	- Some objects are created dynamically	- All five objects are created dynamically.	- Create all objects are created dynamically and appropriately deallocated in the constructor. - All pointers are checked for null pointers.