Assignment 03 Marking Rubric

Overall Grading Scale

Description				
• Exceptional code quality across all questions with consistent style and thorough documentation	• Good code quality with consistent style and adequate documentation	• Acceptable code quality with some inconsistencies in style or documentation	• Poor code quality with many inconsistencies	• Very poor code quality or incomplete implementation
Excellent	Well done	Very good	OK	Need to review
HD	**D**	**C**	**P**	**F**

Question 1

Description				
• All OOP principles (encapsulation, inheritance, polymorphism) correctly implemented • All GUI elements	• Most OOP principles implemented with minor issues • GUI implemented with minor	• Basic OOP implementation with some structural flaws • Functional but unpolished GUI with some usability issues • Most image processing features work with some errors	• Poor OOP implementation with significant issues • Basic GUI with limited functionality • Several image processing features missing or not working properly	• Inadequate or incorrect OOP implementation • Non-functional or severely limited GUI • Most image processing features not implemented correctly

properly implemented and responsive • All image processing features work flawlessly • Excellent file handling	layout/responsiveness issues • Image processing features work with minor issues • Good file handling	• Basic file handling	• Some issues with file handling	
Excellent	Well done	Very good	OK	Need to review
HD	**D**	**C**	**P**	**F**

Question 2

	Description			
• All required classes implemented with proper inheritance and encapsulation • Smooth, responsive game mechanics • All 3 levels designed with progressive	• Classes implemented with minor structural issues • Good game mechanics with minor issues • Good level design with some repetition • Scoring and health systems	• Classes implemented with some design flaws • Functional game mechanics with some inconsistencies • Basic level design with limited variety • Basic scoring and health systems implemented • Basic game over screen with minor issues	• Basic class implementation with limited functionality • Game mechanics with noticeable flaws • Underdeveloped level design • Limited or partially working systems • Minimal game over implementation	• Incomplete class implementation or major design flaws • Non-functional or severely limited game mechanics • Incomplete or missing level design • Missing or non-functional game systems

difficulty and engaging gameplay • Complete scoring, health and lives systems working perfectly • Polished game over screen with working restart option • Well-structured code with appropriate comments	with minor issues • Functional game over screen • Good code structure with adequate documentation	• Acceptable code structure with some documentation	• Poor code structure with minimal documentation	
Excellent	Well done	Very good	OK	Need to review
HD	**D**	**C**	**P**	**F**