Farz?. Ques 5 Assign 3 SPRITE

A3Q5	Level 4	Level 3	Level 2	Level 1
communication	Nothing assumed, catching errors, anticipating users needs - beyond Level 3	Comments - useful sincinct, (block OK), not sparse, block at top (modifications start date, programmer name, problem description Notes on anything special or unusual, citations)	lacking explanation, inline coments, or hard to read, or spelling mistakes on output or Progammer missing or modifications	Any two or more details missing or Citations/borrowed work not acknowledged OR more than 25% of code borrowed
	Excellent	Readability - code is easy to follow, enough white space	Adequate	Needs improvement
	User instructions that are clear and can be accessed at any time or Aditional options, like premature quit	user interface, clear language, no grammar or spelling errors	2 or 3 grammar or spelling errors	User interface not clear, poor language and or spelling and grammar errors
Knowledge	Avanced class concepts or similar more advanced coding - not required or not taken in class OR new or better implementataion of class work Sprite beyond basics given	Proper class usages and storing of data - Basic sprite implemented properly	Considerable usages and storing of data. few minor errors and/or basic sprite not implemented properly	hard coded words and forgot to fix errors and/or basic sprite not working
Thinking & inquiry	Description at top to clarify	IPO proper chart (headings), steps, proper terminology	Unclear steps or incorrect terminology	missing information in columns or steps missing
Thinking & inquiry	Screen sizes to user systems Make it interactive Colour or design helps user know what stage they are at.	Graphics are appropriate and professional looking for Hangman - word list appropriate components - Standard screen size 1280 x 1024	Small graphics, features not intuitive	No graphics, just console that user would not necessarily have Lost count on number of guesses
		Trace statements - variable name, steps and changes (Table/chart)	Variable names don't match or missed a step	more confusing, complicate the existing error, or do not recognize it
Application	Could be class based	All functions (including user) are efficient and work as expected	Functions work, but confusing or inefficient	Hard coded where a user defined function or built in would suffice
	Highly efficient, best possible, perhaps found a new function or way to complete the task	Code efficiency - nested if's better into function or class	Nested if's or lack of proper loops - does not take advantage of built in functions	No functions or classes
Flowchart/IPO/Trace Table (Application)	colouring to add to understanding, input one colour/output another	Flowchart - organized, proper spacing correct symbols, proper language	Poor spacing, some incorrect symbols, typing errors.	poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer

Nice! Improvements: Instructions - just in case + a couple seconds for your user to get ready.