

Grading Rubric for Lab 2, Part 2: Pig Game v1

Release Version	40 Points
<i>Criteria</i>	
Can both players enter their names, and is the correct name displayed when it is that player's turn?	5
Does the roll dice button cause random die images (1 through 6) to be displayed?	7
Does the die value get added to the score for the turn?	2
If a player rolls a 1 is the score for the turn set to zero and the turn ended?	3
Can a player press the end turn button to end their turn (before getting a zero)?	2
Are the points for the turn added to each player's score at the end of the turn?	5
Is a winner correctly determined after one or the other player reaches 100?	3
Does the player who starts second get to complete their turn if the first player reaches 100 before they do? (then the winner will be the one with the most points)	3
Are both names and all scores reset when the New Game button is pressed?	5
Optional: Is there a frame layout with a background image?	5 extra credit

Code Quality	10 Points Total
<i>Criteria</i>	
Does the program run without crashing?	3
Is all the game-play logic in a separate class?	4 (one point deducted for each "no" answer)
Is the game-play class written with good programming practices (private instance variables modified by getters and setters, constructor for initializing state, no dependencies on UI code, single return per method, no duplicated code blocks, etc.)	
Is proper indentation used?	3 (one point deducted for each "no" answer)
Are the UI elements named according to convention (example: incrementButton)?	
Are Java variables, constants, methods, and classes named using descriptive names? (Example: <i>int count</i> , not <i>int i</i>)	
Have any unnecessary lines of code or files been removed?	
Are there explanatory comments in the code?	
Do variable names and methods use camel case? (Example: camelCase)	
Are constants named using ALL_CAPS?	
Are classes named using PascalCase (aka TitleCase)	