Arcade Game Grading Worksheet Team Number \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Present: Y / N

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\_\_\_ / 5 Team Dressed Up You must dress nicely for the talk. Each team member should be in “business casual attire”. Collared shirts, no jeans, etc. As long as I can tell you tried, you’re probably OK.

\_\_\_ / 5 All Team Members Present Each team member should also participate in the presentation in some way.

\_\_\_ / 5 Polished Presentation, Right Length. Polished presentation, right length. Usually these talks are 10 minutes/team but depending on the class size it may be slightly different. It should be clear that you prepared for this talk and practiced. People should know their roles and the presentation should take close to the full time but not go over.

\_\_\_ / 5 Clear design discussion. Explaining a design issue is difficult. Looking at a giant UML diagram with all your classes is usually not helpful, nor is just quickly moving through a whole bunch of code real quickly. What you’ll want to explain is a UML diagram that highlights ONLY the issue you want to present, or slides with code that highlight the key section. One way or another, it should be clear that you’ve given thought to how to present your design issue in a good way.

\_\_\_ / 5 Correct & Interesting Design Discussion You need to choose a topic that has a genuinely interesting design problem, discuss the tradeoffs well and correctly, and then come to a sane conclusion.