Don't just play games ... Make them!

Assignment #2a

ICD2O

FirstName LastName

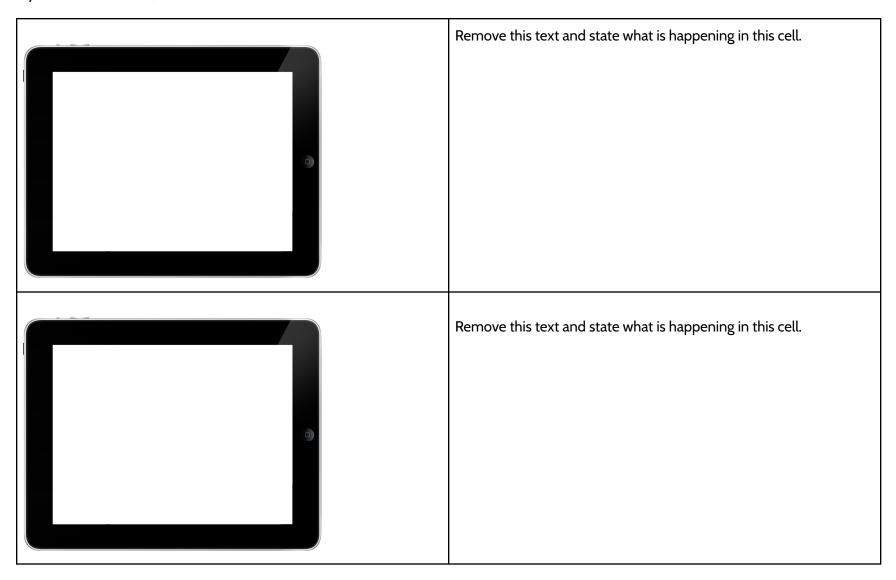
Check List

Please confirm you have included everything that is needed.

- Cover Page
 - this will include the assignment #, course code and your full name
- Check List
 - documenting the parts of the assignment that are to be included
- Storyboard(s)
 - Include a new one for each time the screen changes
- Test Cases:
 - at least three (3) test cases (maybe more if it is needed!) done by some other method than your (or some else's) program

Storyboard(s)

If you need more cells, add more.



Test Cases

Remove this text and place your 3 (at least) test cases here.

Assignment #2 — Marking Rubric

Achievement Category	Max Level	
Knowledge and Understanding		
 Uses fundamental programming constructs Uses constants, variables, and expressions Trace the execution of programs to find and correct logic and syntax errors And others 		
Application		
 Stores and manipulates numbers and characters in a program Use appropriate sequences, decisions, and loops to conform to a program design Validate a program using appropriate data And others 		
Communication		
 Proper use of comments Proper coding style and naming convention Uses standard GUI design And others 		
TIPS • GUI, Top-down Design, Pseudo-code • Test cases		
And others		

Level 1	Level 2	Level 3	Level 4
(50-59%)	(60-69%)	(70-79%)	(80-100%)
- shows little	- shows some	- shows understanding of adheres to	- shows understanding of
understanding of	understanding of		in more than 1 language
- rarely adheres to	- mostly adheres to		- completely adheres to