

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



Assignment #2a

ICD20

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.

	<p>Remove this text and state what is happening in this cell.</p>
	<p>Remove this text and state what is happening in this cell.</p>

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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• Proper use of comments• Proper coding style and naming convention• Uses standard GUI design• And others ...	
TIPS <ul style="list-style-type: none">• GUI, Top-down Design, Pseudo-code• Test cases• And others ...	

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