Project 2 Milestone 2 Gradesheet

Team: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Criteria** | **Max Pts.** | **Earned Pts.** |
| Tool:   * External to game * Easy to use * Alters core data * Data stored in an external file | 2  7  5  6 |  |
| Game:   * Minimally functional * Structured for further development * Follows coding standards * Operates without crashing | 5  5  5  5 |  |
| Individual:  Role: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   * Writeup done * Explains what you worked on in detail * Known bugs and plans to address them * Changes to design, architecture, look, or timeline given with reasons | 5  20  5  10 |  |
| Peer Evaluation | 20 |  |
| Overall Grade: | 100 |  |

## Comments: