**Scoring Rubric for Project 4 : TicTacToe**

*Due 10/09/2019 @ 8 pm*

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| Student Name: Addie Harrison |

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|  | **Score** | **Maximum** |
| **Execution (50 pts):** | | |
| Program compiles without errors (warnings are okay). | 50 | **50** |
| **Implementation (45 pts):** | | |
| Uses the given class without modifications. | 5 | **5** |
| Asks for a choice of a one or two-player game. | 5 | **5** |
| Asks the player(s) to choose a location (all or nothing). | 5 | **5** |
| Prints out a message if the chosen location is outside of the bounds of the board dimension and asks for another location (all or nothing). | 5 | **5** |
| Prints out a message if the chosen location has been taken and asks for another location (all or nothing). | 5 | **5** |
| In one-player game, uses random number generator to choose a location on the board or implements a smarter approach (all or nothing). | 5 | **5** |
| In a one-player game, randomly determines whether the player or the computer goes first. | 0 | **5** |
| Correctly updates and prints out board with each player’s input (all or nothing). | 5 | **5** |
| The game successfully ends with one of the two players winning or with a draw. | 2.5 | **5** |
| **Style (5 pts):** | | |
| The driver and functions are easy to follow based on the use of comments | 3 | **3** |
| Easily identifiable variable names | 2 | **2** |
| **Total (100 pts):** | 92.5 | **100** |

Notes:

You don’t need to print out every time the computer picks a wrong spot.

In case of one player, should randomly choose whether human user or computer goes first.

In the case of one player, you don’t print out who wins or if there’s a tie. In the case of two players, you print the incorrect player as winning.