

# Coding Phase – ICS2O0 – Unit 2 Project – Self Evaluation

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

Title: \_\_\_\_\_

## Some coding metrics:

Total Lines of code: \_\_\_\_\_

Total Pictures: \_\_\_\_\_

Total screens: \_\_\_\_\_

Total games: \_\_\_\_\_

Extra Features: \_\_\_\_\_



## Communication: Code Style / Screen Design

Predicted Mark: ..... %

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Splash Screen/ Instructions Screen/ Back story	<input type="checkbox"/> Picture or background <input type="checkbox"/> Title of game is displayed <input type="checkbox"/> Author's name is displayed <input type="checkbox"/> Button to instructions & game; they work <input type="checkbox"/> Everything is spelled correctly <input type="checkbox"/> Story or purpose of game is displayed <input type="checkbox"/> Instructions/backstory is excellent <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Pictures of game to illustrate game play <input type="checkbox"/> One cohesive colour scheme in background, button colours and text colour.		4	5	7	8	9
Game Screens	<input type="checkbox"/> Titles are displayed <input type="checkbox"/> Story or purpose of game is maintained <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Buttons to navigate forward <input type="checkbox"/> Buttons to instructions <input type="checkbox"/> Hints/help is provided. <input type="checkbox"/> Scores or game information is displayed <input type="checkbox"/> One cohesive colour scheme in background, button colours and text colour.		3	4	5	6	7
Game End, Winning Screen	<input type="checkbox"/> Title is displayed <input type="checkbox"/> Story or game ends <input type="checkbox"/> Story or game end is connected and well developed <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Pictures are used well. <input type="checkbox"/> Buttons to play again.		2	3	4	5	6
Code Maintenance	<input type="checkbox"/> 3 Title comments: Name, Date and Purpose at the top <input type="checkbox"/> Comments before every onEvent <input type="checkbox"/> Comments before major ifs <input type="checkbox"/> Comments before variables <input type="checkbox"/> Code is indented properly (just hit the button or use the menu option!!) <input type="checkbox"/> Comment before extra features <input type="checkbox"/> Comments are throughout the program. <input type="checkbox"/> Widgets that change have meaningful IDs		3	4	5	6	7



## Thinking: Software Development Life Cycle

Predicted Mark: ..... %

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing	<input type="checkbox"/> Puzzle #1 Submitted <input type="checkbox"/> Puzzle #2 Submitted <input type="checkbox"/> Spy School Submitted <input type="checkbox"/> Baking School Submitted <input type="checkbox"/> Brainstorming Submitted <input type="checkbox"/> Design Submitted <input type="checkbox"/> Alpha Test Submitted <input type="checkbox"/> Beta Test Submitted <input type="checkbox"/> Self-evaluation is complete		3	4	6	7	9
Close Project	<input type="checkbox"/> Word File has correct name: LastFirstGame.docx <input type="checkbox"/> Word File saved to correct location <input type="checkbox"/> Screen snapshots submitted <input type="checkbox"/> Clear, resized screenshots submitted <input type="checkbox"/> All code submitted. <input type="checkbox"/> Line count calculated correctly <input type="checkbox"/> Submitted on-time		3	4	5	6	7



Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> 3 games exist: _____, _____, _____ <input type="checkbox"/> More than 3 games exist: _____ <input type="checkbox"/> More than 4 games exist: _____ <input type="checkbox"/> If is used. <input type="checkbox"/> Else, else if used if possible <input type="checkbox"/> &&, !,    – onEvent: _____ <input type="checkbox"/> Buttons between screens. <input type="checkbox"/> Hint/Instructions are easily accessed from screens. <input type="checkbox"/> Games are hard to cheat <input type="checkbox"/> Games can be won <input type="checkbox"/> Some games are randomized – onEvent: _____ <input type="checkbox"/> Very complex game coding: _____, _____ <input type="checkbox"/> Games changed from default used in class: _____, _____		2	6	8	10	12
Extra Features Used	<input type="checkbox"/> Set Property – onEvent: _____ <input type="checkbox"/> GetText – onEvent: _____ <input type="checkbox"/> HideElement – onEvent: _____ <input type="checkbox"/> ShowElement – onEvent: _____ <input type="checkbox"/> List – onEvent: _____ <input type="checkbox"/> Function – onEvent: _____ <input type="checkbox"/> Radio Button – onEvent: _____ <input type="checkbox"/> Checkbox – onEvent: _____ <input type="checkbox"/> Textarea – onEvent: _____ <input type="checkbox"/> Slider – onEvent: _____ <input type="checkbox"/> Drop Down – onEvent: _____ <input type="checkbox"/> TextInput – onEvent: _____ <input type="checkbox"/> Timer – onEvent: _____ <input type="checkbox"/> Animation – onEvent: _____ <input type="checkbox"/> Own: _____, onEvent: _____ <input type="checkbox"/> Own: _____, onEvent: _____		1	2	3	4	5

What are two things that you are proud of in your game?

1. ....
2. ....

What are two things you would change if you had to do the project again?

1. ....
2. ....

Please let me know the sequence of answers I need to win (if it exists):

.....  
.....  
.....

Is there anything I need to keep in mind while marking? (minor errors to avoid, problems that occur)

.....  
.....  
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