

# Coding Phase – ICS200 – Unit 2 Project – Alpha Test

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

Game: \_\_\_\_\_

## Some coding metrics:

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

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

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

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

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



## Communication: Screen Design/ Code Documentation

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

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



## Application: Program Constructs

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	

Positive Features of the Games:

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Work that still needs to be done:

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\_\_\_\_\_

Date

Tester Signature