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| Basic Preparation | 2 | 0-1 | Ready to go at the start of section |
| Cleverness | 2 | 0-2 | The hardest points on the rubric |
| Code Submission | 4 | 0-2 | Submitted on time and to the correct location in the repository |
| Decomposition | 4 | 0-2 | Reference Wiki Grading Page for more information |
| Documentation | 4 | 0-2 | Reference Wiki Grading Page for more information |
| Effort | 2 | 0-2 | Reference Wiki Grading Page for more information |
| Naming | 2 | 0-2 | Reference Wiki Grading Page for more information |
| Overall Design | 5 | 0-2.5 | Reference Wiki Grading Page for more information |
| Participation | 5 | 0-2.5 | Reference Wiki Grading Page for more information |
| Presentation | 4 | 0-2 | Reference Wiki Grading Page for more information |
| Requirements – Storing necessary data needed for later screens | 5 | 0-2.5 | * 0 points: Lacks any sort of output * 1 points: Has a simple display. * 2 points: Able to get raw data with no organization * 2.5 points: Fancy output and styles to make it look pretty |
| Requirements – Getting user in-game information | 4 | 0-1 | * 0 points: Not able to get data on a user * 1 point: Able to get the necessary data needed for further data gathering and analysis |
| Requirements – Data Cleanup | 4 | 0-1 | * 0 points: No change in data * 1 point: Make sure the data does not persist between refreshes of new searches |
| Testing – Data and Algorithm Output | 4 | 0-2 | * 0 points: No unit tests * 1 point: Sub 80% code coverage or unit tests fail to cover graph related functionality * 2 points: 80%+ code coverage on data structures, unit tests cover all functionality |