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CS III Final Project—Grading Rubric 2.0

5/27/15

Program functions as ~~planned~~ expected – 18 total

Compiles + runs without throwing exceptions 1 pt

Tiles are successfully randomly generated 2 pt

Successful implementation of the Location class 4 pt

Successful implementation of Java Timer, actionPerformed, and paintComponent methods (Tetris Pieces move down screen until reaching bottom of panel or other obstacle) 5 pt

User interaction with GUI results in appropriate behaviors from the TetrisPiece class (shifting left, right, and down, etc—NOT INCLUDING UP-ARROW ROTATION) 4 pt

Game exits once pieces fill up screen; “Game over” message printed to console 2 pt

Design and efficiency – 9 total

Clear understanding and proper implementation of GUI 6 pt

All code has been refactored in an efficient manner 3 pt

Documentation – 5 total

All class constants, methods, parameters and return values are Javadoc’d 4 pts

Unclear statements are elaborated upon via appropriate commentation 1 pt

Test plan – 5 total

There is a test plan 1 pt

Test plan is comprehensive 3 pts

Alternate input throws no exception 1 pt

Other – 3 total

Comprehensive grading rubric! 1 pt

Effective use of class time! 1 pt

Solid deal of outside-of-class time spent on project! 1 pt