

# Pokemon Grading Rubric

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Student Name: \_\_\_\_\_ Date: \_\_\_\_\_

Functional Correctness(Behavior)	Points	Points Earned
Players can choose pokemon hand	15	
Computer randomly picks hand	5	
Player can choose pokemon to battle	5	
Stats, Move, and All stats print properly	10	
Attack command decreases HP properly	10	
<b>Sub total</b>	45	
<b>Technical Correctness</b>		
Correct use of classes	10	
Correct use of inheritance	10	
Correct use of instances	10	
Correct use of variables and game loop	10	
Correct use of printing/formatting	10	
<b>Sub total</b>	50	
<b>Total</b>	95	

## Final Grade

Points Possible	Points Earned	Percentage
95		