

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title: *Exploring OOP Through Game Development
A case study on connect 4 in Python*
2. Team Members: *Austin Saylor, Kyle Remmenga, Kian Highland*
3. Evaluator: *Jerry Bergen*

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0 - 5 scale in the Score column (0 - F, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 - Good, 5 - Excellent)
3. Use the *Notes* section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. Use of fundamental OOD concepts , e.g.: Inheritance, Abstraction, Attributes, Getters, Setters, Methods, Modularity, Overloading, etc. Notes:	<i>5</i> /5
2. Use of at least 3 Design Patterns -- presentation clearly stated and briefly explained design patterns use. Common design patterns are Iterator, Decorator, Observer, Strategy, Command, State, <u>Singleton</u> , Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. <i>Iterator Mediator</i> Notes:	<i>3</i> /5
3. Testing for correctness – automatically generates test data using hypothesis, usage of mocking/patching, provides code coverage and Python type check (mypy) reports, etc. Notes:	<i>4</i> /5
4. Documentation – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction is clear and complete.	<i>5</i> /5