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

1. Project Title: Exploring Object-oriented Programming through Game Development: A case study on Connect 4 in Python
2. Team Members: Austin Seylar, Kyle Remmers, Kian Highland
3. Evaluator: Clayton Johnson

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:	5 /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, Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes:	5 /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:	4 /5
4. **Documentation** – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction is clear and complete.	4 /5