Lab 10 Grading sheet (TA keeps this page)
1) Name Last_____ First_____ EID_____ AC, MT, JV, RY

2) Name Last_____ First_____ EID_____ AC, MT, JV, RY
Use same spelling as listed on Canvas

1. All source files that you have changed or added (like **UART**.c **ADC.c** and **Lab10.c**) should be **committed to Git.** Please do not commit other file types.

2. Game meets requirements. Each requirement has a corresponding score next to it:

- There must be at least two buttons (could be ones on-board or external). Buttons must affect play a role (10%)
- The slide pot must be sampled by the ADC and must play a role in the game/project (10%)
- There must be at least three sprites/images on the LCD display that move in relation to user input and/or time (20%)
- There must be sounds appropriate for the game/project, generated by the DAC developed in Lab 6. However, the interrupt can be fixed period (15%)
- Some numerical data (score for example) should be displayed on the screen (10%)
- Two languages (10%)
- At least two interrupt ISRs must be used in appropriate manner (15%)

Score and TA signature:

TA keeps this sheet, bring the other page to the class competition

Certifications for all classes due before class competition.

Groups not competing in the class competition, because they weren't ready or because they didn't have two members present during the competition, must be checked out by a TA in the usual way with a maximum of 90% (180 points). Professors will only be giving last 10% (20 points) to students who compete in the class competition. **Teams that are split across two professors will go to one competition.**

Project number (assigned by TA at the time of competition) _____

Project number _____

Project number assigned by TA at the during the competition

Project Name_____

First _____Last_____

EID_____

First _____Last_____

EID_____

TA gives this sheet to students at the time of checkout

Your Project number _____

Scoring sheet

Rank	Project number
1 best	
2	
3	
4	
5	
6	
7	
8	

Fun to play? Good software? Each judge will play the games produced by 8 other teams. Make notes as you play and then rank order the games such that 1 means most fun. Each team number must appear exactly once.

Schedule of events (certification due before in class competition)

Bring your Launchpad-based Lab 10 solution, your laptop for power, headphones, a pencil, and a 1-page printout of some cool part of your code (font size 12). Place books and backpacks out of the way to facilitate moving around the room. No bribes of money or food are allowed at this time.

- Sit at the station with the number assigned to you during checkout.
- Take score sheet (TA assigned your project number during checkout)
- Take a name sheet (TA assigned your project number during checkout)
- No partner, then YOU must grade and leave your game unattended
- At end group two papers (scoring, name) and turn in
- Please eat the candy
- Your group should have two chairs
- Scorer needs headphones and a pencil/pen
- Turn in name sheet, score sheet before you leave

Anticipated Timing of the Competition

0:00 TAs check seating around the room based on the team number assigned during checkout. You will activate your game. If your team of two is not ready to go at 0:05, you will not be able to compete.

0:05-0:09 There must be quiet for these five minutes so directions can be given by the professor. One member will score eight other groups wearing their personal headphones, and the other member will explain your system. The professor will give last minute directions about judging and scoring.

There will be about 3 minutes of play, ½ minute of reflection, and ½ minute to find the next one. The professor will give a signal when it is time to advance to the next demonstration.

0:10 Demo 1
0:14 Demo 2
0:18 Demo 3
0:22 Demo 4
0:26 Demo 5
0:30 Demo 6
0:34 Demo 7
0:38 Demo 8
0:42 Turn in all grading sheets. TAs will enter scores and results will be posted on Canvas.
0:50 GoogleDoc/survey
The TAs will announce three class winners