

**APPENDIX A
Grade Check-off Sheet**

Student: _____

Signature of TA: _____

Date: 4-25-23

Completed Part 1 Requirements:

Show the TA your class hierarchy (30%) 4-25-23

Show the TA your working game (40%) 4-25-23

Completed Part 2 Requirements (20%): 4-25-23

Completed Part 3 Requirements (10%): 4-25-23

Additional Comments: _____

+5 extra credit for great sprites!!!

Additional points can be deducted at the discretion of the TA according to :

Element	Percentage Deduction	Details
<u>Used a class hierarchy improperly.</u>	Up to 30%	This is a requirement for the program.
<u>Code does not compile</u>	Up to 30%	TA will try to give you some credit for non-functioning code
<u>Game not even close to the DEMO game used as an illustration</u>	Up to 30%	You have some flexibility in making a game that is unique to you and fun. But if the functionality is too basic the TAs may take off points.
<u>Did not use Self-Documenting Coding Styles</u>	5%-10%	This can include no indentations, using unclear variable or class names, and/or unclear comments.
<u>Did not post a zipped copy of the source code for this project on canvas.</u>	5%	Make sure you do this in the assignment portion of canvas.

TURN IN EARLY POLICY ** You only get this credit if you demo this in person with the TA

Element	Percentage Extra Credit	Details
Turn In April 18 (or before)	4%	You must have complete check off with TA
Turn In April 19	3%	You must have complete check off with TA
Turn In April 20	2%	You must have complete check off with TA
Turn In April 21	1%	You must have complete check off with TA

LATE POLICY

Element	Percentage Deduction	Details
Each Additional Day	15% per day	The weekend counts as one day.