List of requirements to grade

* **Requirement is related to wrong output.** Because the requirement doesn’t reflect the certain aspect of functionality of the game it should be mentioned in feedback.
* **Requirement is too vague or complex.** Requirement might cover more pieces of functionality than necessary. It can be too “big”. In that case, some aspects of functionality will not be implemented.
* **Requirement is too specific.** The granularity of requirement must be at certain scale. If it is too small then it will lead to longer time of analysis
* **Missing requirement.** Missing requirement leads to incomplete functionality. Thus, the system will not be complete.

Grading guidelines for examples

* **Missing examples.** An example is a concrete output of requirement. If it is missing, it means that the system doesn’t have a specific behavior
* **Example related to wrong requirement.** If a requirement has wrong output, the implementation will go in wrong direction. Thus, it will lead to unpredictable consequences. It should be mentioned in feedback
* **Example contains mistakes.** The example shouldn’t contain any error. Otherwise, it will lead to wrong functionality
* **Complex example.** Overly complex example will lead to difficulty in the implementation.

Grading guidelines for code

* How students maintain separation of tests and actual code. If the test class contains the implementation, it indicates that the logic is out of the boundaries. If the test class is removed, the logic will not be consistent
* How they analyze refactoring techniques and use them. It is better for students, at least, a tiny amount of refactoring techniques listed in order to understand the full cycle of TDD.
* How certain functionality is covered by tests. Check whether the functionality is implemented by test case. If it is not, then it is not implemented.

It is important to separate grading into 2 parts. The first part is called an analytical part. It will constitute 30% of the grade. If the analytical part meets one of the requirements mentioned above, then each point should be subtracted. Because there should be 14 requirements and 14 or more examples. For each requirement and example, student should get 7,15 points. The second part is coding part. It constitutes the remaining 70% of the grade. Each completed test case will give 7,15 points as well.