

# A2 Grading Rubric

## (35 points) Functionality

- **15 points** for correct rule implementation
- **7 points** for being able to select one of a collection of preset starting states (at least 3)
- **7 points** for being able to create an arbitrary starting configuration
- **4 points** for being able to start and stop an instance of the animation while it is running
- **1 points** for large enough grid size (minimum 24 by 24 cells)
- **1 points** for steps progressing at a reasonable rate (each step of the game should be visible)

## (40) Implementation

- **20 points** for separation of concerns
  - (10 points) for setting up the right code structures
  - (10 points) for maintaining separation
- **5 points** for separating modules in to different files
- **15 points** for using appropriate functionals (map, reduce, filter, etc.) to:
  - Minimize the use of for/while loops
  - Eliminate use of indexes for an iteration over a collection

## (10 points) README Questions

- **3 points** for describing separation of concerns
- **2 points** for describing use of functionals
- **5 points** for describing design tradeoffs

## (15 points) Code Quality

- **5 points** for having appropriate comments
- **5 points** for organized code
  - Functions should be of appropriate size and have a reasonable number of arguments
  - There should be minimal commented out code
  - There should not be excessive console.log statements
  - Indentation, spacing, and capitalization should be consistent and appropriate
  - In general, code should be safe from bugs, ready for change, and easy to understand!
- **5 points** for using DOM manipulation as taught in class