Name: P Number:

Area	Descriptor						
	0 – 19%	20 – 39%	40 – 49%	50 – 59%	60 – 69%	70 – 84%	85% - 100%
Game Mechanics (40%)	Not achieved the basics.	Partially achieved.	Fundamental aspects achieved. Significant portions missing.	Majority achieved. Some bugs may be present.	Nearly complete. Few bugs. Plays well.	Very nearly complete. Some simple extensions provided.	Excellent mechanics going beyond the specification.
If using a physics engine:			Has worlds and bodies.	Has worlds and bodies.	Uses sensors or contact listeners.	Also uses joints and sensors.	Uses many aspects of engine capabilities.
OO Design (30%)	Little work in this regard.	Not considered.	Mains aspects of code consider an OO approach.	Main aspects follow OO. Some abstractions or reuse evident.	Strong OO design with abstraction and reuse. Strong code standards.	Elegant OO design with abstraction and reuse. Excellent code standards.	Elegant OO design with abstraction and reuse. Makes use of patterns or engine design.
Testing & Efficiency (20%)	No testing.	No testing.	Testing lacks rigour.	Testing is sensible but not complete.	Thorough testing but no unit tests. Texture memory kept to a minimum.	Thorough testing including unit tests. Data structure and texture efficiency considered.	Thorough testing including unit tests and performance profiling.
Documentation (Doxygen) (10%)	No documentation	No documentation	Documentation present but covers little of the code.	Documentation present but covers little of the code.	Documentation covers most of the code.	Documentation covers all of the code including all method parameters.	Documentation covers all of the code including all method parameters and including class diagrams.
Comments							
Overall grade							