

### Project 3 Interview Grading Rubrics -- Create Your Own: (100 points)

- 1) Min Req = 20 points
- 2) Project Functionality and Complexity = 40 points
- 3) Interview Questions - about the code = 20 points
- 4) Above and Beyond = 20 points

If the code doesn't compile, max the student can get is 40 points.

If the project meets the minimum req - 20 points

When asked questions about their project, if the student can answer 5 questions - 20 points

Question e.g.:

Are you reading any data from the file, show me the function and describe it.

#### A. Possible Deductions: 30 points

Function	Total Subtracted Points	Comments
No Project Meeting	10	
No Project Skeleton	10	
No Project Report	10	

#### B. Minimum requirements - 20 points

4 or more user defined classes	8 (2 for each class)
6 or more if and else if statements	2
4 while, 4 for, or more loops, 2 or more nested loops	1
array of user defined objects	2
at least 2 classes should have 4 data members.	2
File IO read data	2
File IO write data	1
2D environment data (char 2D array or object 2D array)	2

**C: Project functionality and complexity - 40 points**

Turn based game/project	7
Journey/Campaign/Timeline aspect - as the game progresses, there are events that modify data (time passes, resources are gained/spent)	6
Characters Interact with 2D environment/map: find resources (money, treasure, objects), go around obstacles (water, swamps, walls, ...), reach certain targets (a store, a city, a shrine, a monster, ...)	4
Accounts for user error	5
At least 5 menu options (aside from Quit/Exit)	8
At least 2 of these options must have a second layer of menu options	4
At least 2 menu options (primary or secondary layer of the menu) should include a random component, at least one each from the following:	
<ul style="list-style-type: none"><li>- The value of a variable is selected at random from a certain range of values (I.e. select a value at random between 1 and 6).</li></ul>	3
<ul style="list-style-type: none"><li>- A probability value determines one of the outcomes (I.e. there is a 60% chance a certain event will occur).</li></ul>	3

**D. Comments, Style, use of Global Variables, and Questions asked during grading interview: 20 points****E. Comparative analysis with the Pokemon project and other CYO projects: 20 points**

Criteria	Points Awarded
Above and Beyond the difficulty	10
Original Idea	5
Creative solution/Approach	5