GraphicsAnimation-Master-Range

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Criteria	Ratings			Pts
IMPLEMENTATION: Architecture & Design Practical knowledge of C/C++/API/framework programming, engineering and architecture within the provided framework or engine.	**1 to >0.5 pts** **Full points** Strong evidence of efficient and functional C/C++/API/framework code implemented for this assignment; architecture, design and structure are largely both efficient and functional.	**0.5 to >0.0 pts** **Half points** Mild evidence of efficient and functional C/C++/API/framework code implemented for this assignment; architecture, design and structure are largely either efficient or functional.	**0 pts** **Zero points** Weak evidence of efficient and functional C/C++/API/framework code implemented for this assignment; architecture, design and structure are largely neither efficient nor functional.	1 pts
IMPLEMENTATION: Content & Material Practical knowledge of content relevant to the discipline and course (e.g. shaders and effects for graphics, animation algorithms and techniques, etc.).	**1 to >0.5 pts** **Full points** Strong evidence of efficient and functional course- and discipline-specific algorithms and techniques implemented for this assignment; discipline-relevant algorithms and techniques are largely both efficient and functional.	**0.5 to >0.0 pts** **Half points** Mild evidence of efficient and functional course- and discipline-specific algorithms and techniques implemented for this assignment; discipline-relevant algorithms and techniques are largely either efficient or functional.	**0 pts** **Zero points** Weak evidence of efficient and functional course- and discipline-specific algorithms and techniques implemented for this assignment; discipline-relevant algorithms and techniques are largely neither efficient nor functional.	1 pts
DEMONSTRATION: Presentation & Walkthrough Live presentation and walkthrough of code, implementation, contributions, etc.	**1 to >0.5 pts** **Full points** Strong evidence of accuracy and confidence in a live walkthrough of code discussing requirements and high-level contributions; walkthrough is largely both accurate and confident.	**0.5 to >0.0 pts** **Half points** Mild evidence of accuracy and confidence in a live walkthrough of code discussing requirements and high-level contributions; walkthrough is largely either accurate or confident.	**0 pts** **Zero points** Weak evidence of accuracy and confidence in a live walkthrough of code discussing requirements and high-level contributions; walkthrough is largely neither accurate nor confident.	1 pts

Criteria	Ratings			Pts
DEMONSTRATION: Product & Output Live showing and explanation of final working implementation, product and/or outputs.	**1 to >0.5 pts** **Full points** Strong evidence of correct and stable final product that runs as expected; end result is largely both correct and stable.	**0.5 to >0.0 pts** **Half points** Mild evidence of correct and stable final product that runs as expected; end result is largely either correct or stable.	**0 pts** **Zero points** Weak evidence of correct and stable final product that runs as expected; end result is largely neither correct nor stable.	1 pts
ORGANIZATION: Documentation & Management Overall developer communication practices, such as thorough documentation and use of version control.	**1 to >0.5 pts** **Full points** Strong evidence of thorough code documentation and commenting, and consistent organization and management with version control; project is largely both documented and organized.	**0.5 to >0.0 pts** **Half points** Mild evidence of thorough code documentation and commenting, and consistent organization and management with version control; project is largely either documented or organized.	**0 pts** **Zero points** Weak evidence of thorough code documentation and commenting, and consistent organization and management with version control; project is largely neither documented nor organized.	1 pts
BONUSES Bonus points may be awarded for extra credit contributions.	**0 pts** **Points awarded** If score is positive, points were awarded for extra credit contributions (see comments).		**0 pts** **Zero points**	0 pts
PENALTIES Penalty points may be deducted for coding standard violations.	**0 pts** **Points deducted** If score is negative, points were deducted for coding standard violations (see comments).		**0 pts** **Zero points**	0 pts
				Total Points: 5