

CS 0447 Project 1 Rubric

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1. Setup and initialization	30
a. Board	
i. <i>Cards (facing back), golden card and cursor are drawn correctly</i>	<i>10</i>
ii. <i>Timer is drawn with initial value.....</i>	<i>10</i>
b. Cards are shuffled.....	10
2. Timer and polling loop	20
a. Timer is updated correctly every second.....	15
b. Key presses are handled correctly	5
3. Gameplay	35
a. Board	
i. <i>Cursor moves correctly (no wrapping at edges)</i>	<i>10</i>
ii. <i>Card values are shown when selecting first and second card.....</i>	<i>5</i>
iii. <i>Cards are matched correctly and remain face up.....</i>	<i>5</i>
iv. <i>Unmatched cards are flipped back after 3 seconds</i>	<i>5</i>
b. Golden card	
i. <i>Golden card is changed every 10 seconds.....</i>	<i>5</i>
ii. <i>Matching golden card adds 30 seconds to timer</i>	<i>5</i>
4. End of game.....	10
a. Detects end of game conditions	5
b. Prints game-over message including number of matched and unmatched card pairs	5
5. Documentation.....	5
a. README is informative and complements inline comments	5