1 pt — The game starts immediately when the “Run” button in CodeSkulptor is pressed.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  Game does not start immediately when the CodeSkulptor "run" button is pressed |  |
|  | 1 pt  Game starts immediately when the CodeSkulptor "run" button is pressed |  |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  None |
| Photo of learner 雍国琴 | 雍国琴  None |

1 pt — A game is always in progress. Finishing one game immediately starts another in the same range.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The games ends and a button must be pressed to start the next game. | Photo of learner Yi Shao |
|  | 1 pt  A game is always in progress. Finishing one game immediately starts another in the same range. | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  not in the same range right after finish range1000 game. |
| Photo of learner 雍国琴 | 雍国琴  None |

1 pt — The game reads guess from the input field and correctly prints it out.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The games does not print out the player's guess or prints it out in a form that is hard to understand. |  |
|  | 1 pt  The game prints out the player's guess in an understandable form. | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner Yi ShaoPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  None |
| Photo of learner 雍国琴 | 雍国琴  None |

3 pts — The game correctly plays “Guess the number” with the range [0, 100) and prints understandable output messages to the console. Play three complete games: 1 pt for each correct game.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  No games worked correctly |  |
|  | 1 pt  One game worked correctly |  |
|  | 2 pts  Two games worked correctly |  |
|  | 3 pts  Three games worked correctly | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner Yi ShaoPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  None |
| Photo of learner 雍国琴 | 雍国琴  None |

2 pts — The game includes two buttons that allow the user to select the range [0, 100) or the range [0, 1000) for the secret number. These buttons correctly change the range and print an appropriate message. (1 pt per button.)

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| --- | --- | --- |
|  | 0 pts  The programs uses a fixed range for the secret number and has no buttons to select a range for the secret number. |  |
|  | 1 pt  The program has a one button that selects the range for the secret number or has two buttons which have no effect on the range. |  |
|  | 2 pts  The program has two buttons which correctly change the range for the secret number. | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner Yi ShaoPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  None |
| Photo of learner 雍国琴 | 雍国琴  None |

2 pts — The game restricts the player to a finite number of guesses and correctly terminates the game when these guesses are exhausted. Award 1 pt if the number of remaining guesses is printed, but the game does not terminate correctly.

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| --- | --- | --- |
|  | 0 pts  The program does not print out the number of remaining guesses and does not terminate after the specific number of guesses are taken |  |
|  | 1 pt  The program prints out the number of remaining guesses, but does not terminate correctly when the specified number of guesses is taken |  |
|  | 2 pts  The program print out the number of remaining guesses and terminates correctly when the specified number of guesses is taken. | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner Yi ShaoPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  None |
| Photo of learner 雍国琴 | 雍国琴  None |

1 pt — The game varies the number of allowed guesses based on the range of the secret number — seven guesses for range [0, 100), ten guesses for range [0, 1000).

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The number of allowed guesses does not vary (or varies incorrectly) based on the range for the secret number | Photo of learner Yi Shao |
|  | 1 pt  The number of allowed guesses varies correctly based on the range of the secret number | Photo of learner Cristhian Eduardo Murcia GaleanoPhoto of learner Camilo GómezPhoto of learner 雍国琴 |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  None |
| Photo of learner Camilo Gómez | Camilo Gómez  None |
| Photo of learner Yi Shao | Yi Shao  range not change after finishing range1000 game |
| Photo of learner 雍国琴 | 雍国琴  None |

**Overall evaluation**: Please provide feedback to your classmate for the mini-project you're grading. In particular, focus on areas where you did not assign the mini-project full credit. Remember that a sentence or two explaining your rationale will be appreciated.

|  |  |
| --- | --- |
| Photo of learner Cristhian Eduardo Murcia Galeano | Cristhian Eduardo Murcia Galeano  Excellent job, nice implementation of the try-exception command, I did not know about that. One recommendation, when I enter a number bigger than the range your program prints out Out of guesses, an do not start again. |
| Photo of learner Camilo Gómez | Camilo Gómez  It works great. I am confused as to why when an out of range number is used, the message is "Out of guesses" but the game still goes on. |
| Photo of learner Yi Shao | Yi Shao  not bad |
| Photo of learner 雍国琴 | 雍国琴  You did a good job. |

import simplegui

import random

import math

number\_range=100

def new\_game():

if number\_range == 100:

range100()

else:

range1000()

def range100():

global number\_range,remaining\_number,secret\_number

number\_range = 100

remaining\_number = 7

secret\_number = random.randrange(0,100)

print "New game. Range is [0,100)"

print "Number of remaining guesses is 7\n"

def range1000():

global number\_range,remaining\_number,secret\_number

number\_range = 1000

remaining\_number = 10

secret\_number=random.randrange(0,1000)

print "New game. Range is [0,1000)"

print "Number of remaining guesses is 10\n"

def input\_guess(guess):

global secret\_number,remaining\_number,num\_range

print "Guess was "+guess

try:

int(guess) > int(number\_range)

except:

print "Your guess number is wrong."

print "Please enter an integer.\n"

new\_game()

else:

if int(guess) > int(number\_range):

print "Out of guesses\n"

new\_game()

else:

remaining\_number=remaining\_number-1

print "Number of remaining guesses is "+str(remaining\_number)

if remaining\_number == 0 and int(guess) != secret\_number:

print "You ran out of guesses. The number was "+str(secret\_number)+"\n"

return new\_game()

else:

if int(guess) == secret\_number:

print "Correct!\n"

return new\_game()

elif int(guess) < secret\_number:

print "Higher!\n"

else:

print "Lower!\n"

frame = simplegui.create\_frame("Guess the Number!", 200, 200)

frame.add\_button("Range is [0,100)", range100, 200)

frame.add\_button("Range is [0,1000)", range1000, 200)

frame.add\_input("Enter a guess", input\_guess, 200)

frame.start()

new\_game()