

Name(s):

Rubric for Boggle Programming Assignment

Criteria	Level 4	Level 3	Level 2	Level 1
Process				
Activity Log (individual) C /10	<input type="checkbox"/> Detailed activity log submitted with daily tasks and consistent with engagement in class 10 9 8	<input type="checkbox"/> Activity log submitted with daily tasks and consistent with engagement in class 8 7.5 7	<input type="checkbox"/> Activity log submitted with some detail on daily tasks and somewhat consistent with engagement in class 7 6.5 6	<input type="checkbox"/> Activity log submitted with little detail on daily tasks and/or not consistent with engagement in class 5 4 3 2 1 0
Communication				
Coding Standards C /5	<input type="checkbox"/> Includes name, date, and assignment title. <input type="checkbox"/> Excellent use of white space. <input type="checkbox"/> Creatively organized work. <input type="checkbox"/> Excellent use of variables (unambiguous naming). <input type="checkbox"/> Fully indented and braces matching <input type="checkbox"/> Excellent use of methods 5 4.5 4	<input type="checkbox"/> Includes name, date, and assignment title. <input type="checkbox"/> Good use of white space. <input type="checkbox"/> Organized work <input type="checkbox"/> Good use of variables (, unambiguous naming) <input type="checkbox"/> Mostly Indented and braces matching <input type="checkbox"/> Good use of methods 4 3.5 3	<input type="checkbox"/> Includes name, date, and assignment title. <input type="checkbox"/> Some use of white space <input type="checkbox"/> Organized work. <input type="checkbox"/> Good use of variables (unambiguous naming). <input type="checkbox"/> Some indented and braces matching <input type="checkbox"/> Some use of methods 3 2.5 2	<input type="checkbox"/> No name, date, or assignment title included <input type="checkbox"/> Poor use of white space <input type="checkbox"/> Disorganized and messy <input type="checkbox"/> Poor use of variables (ambiguous naming). <input type="checkbox"/> Minimal indentation and braces matching <input type="checkbox"/> Minimal use of methods 2 1.5 1 0
Documentation and Commenting C /5	<input type="checkbox"/> Code is clearly documented with descriptions of all variables. <input type="checkbox"/> Specific purpose is noted for each function, control structure, input requirements, & output results 5 4.5 4	<input type="checkbox"/> Clearly documented including descriptions of all variables. <input type="checkbox"/> Specific purpose is noted for each function and control structure. 4 3.5 3	<input type="checkbox"/> Basic documentation has been completed including descriptions of all variables. <input type="checkbox"/> Purpose is noted for each function. 3 2.5 2	<input type="checkbox"/> Limited documentation included 2 1.5 1 0
Runtime T /5	<input type="checkbox"/> Executes without errors excellent user prompts, good use of symbols, spacing in output.	<input type="checkbox"/> Executes with few errors, good user prompts, some use of symbols & spacing in output. <input type="checkbox"/> Thorough testing has been completed	<input type="checkbox"/> Executes with some errors. <input type="checkbox"/> User prompts contain little information, poor design. <input type="checkbox"/> Some testing has been completed.	<input type="checkbox"/> Does not execute due to errors. <input type="checkbox"/> User prompts are misleading or non-existent.

	<input type="checkbox"/> Thorough and organized testing has been completed and output from test cases is included. 5 4.5 4	4 3.5 3	3 2.5 2	<input type="checkbox"/> No testing has been completed. 2 1.5 1 0
Efficiency T /5	<input type="checkbox"/> Solution is very efficient and easy to understand <input type="checkbox"/> Use of recursion to find words, 2d arrays for board creation <input type="checkbox"/> File handling – for dictionary check <input type="checkbox"/> Recursive Binary Search for dictionary lookup 5 4.5 4	<input type="checkbox"/> Solution is efficient and easy to follow. <input type="checkbox"/> Use of recursion to find 2d arrays for board creation <input type="checkbox"/> File handling – for dictionary check <input type="checkbox"/> Iterative Binary Search for dictionary lookup 4 3.5 3	<input type="checkbox"/> A logical easy to follow and somewhat efficient solution <input type="checkbox"/> Iterative solution to find words in grid <input type="checkbox"/> File handling – for dictionary check <input type="checkbox"/> Sequential search for dictionary lookup 3 2.5 2	<input type="checkbox"/> A difficult and inefficient solution. <input type="checkbox"/> Iterative/bruit force solution to find words in grid <input type="checkbox"/> Dictionary check not implemented 2 1.5 1 0
Boggle GUI Interface A /10	<input type="checkbox"/> L3 plus <input type="checkbox"/> Extensively applies GUI components (layouts, panels, buttons, labels and text fields; and 2D arrays to create an excellent user friendly and functional program 10 9 8	<input type="checkbox"/> L2 plus <input type="checkbox"/> Applies GUI components (layouts, panels, buttons, labels and text fields; and 2D arrays to create a very good user friendly and functional program 8 7.5 7	<input type="checkbox"/> Applies GUI interface and 2D arrays to provide a somewhat user friendly and functional program <input type="checkbox"/> Shows board, name(s) of player(s), points update, end result, ... 7 6.5 6	<input type="checkbox"/> Limited or no application of GUI components to enhance the functionality of the program 5 4 3 2 1 0
Program Functionality A /10	<input type="checkbox"/> L3 plus: <input type="checkbox"/> Keep track of duplicates <input type="checkbox"/> Dictionary Check for words entered (Binary Search) <input type="checkbox"/> Shake up the board as an option 10 9 8	<input type="checkbox"/> L2 plus: <input type="checkbox"/> Dictionary Check for words entered (sequential search) <input type="checkbox"/> Shake up the board after two passes in 2 Player mode 8 7.5 7	<input type="checkbox"/> L1 plus: <input type="checkbox"/> Provide Single Player vs. Two Player mode <input type="checkbox"/> Option to shake up the board in one player mode 7 6.5 6	<input type="checkbox"/> Provides Single Player mode <input type="checkbox"/> Check word in the grid and assign points <input type="checkbox"/> Keeps score of the game (up to 100 points) 5 4 3 2 1 0
Extra Features A /5	<input type="checkbox"/> Based on teacher discretion a maximum of 5 marks will be awarded for extra features that are incorporated into the program <input type="checkbox"/> Students will be required to provide a list of extra features they added to the program:	Circle the features listed on the next column that you have incorporated into your program. Also please list other features you added that were not a requirement: <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	Some extra features to make the game playable and more user friendly (including): <input type="checkbox"/> 1, 2 or multiplayer mode <input type="checkbox"/> Timer <input type="checkbox"/> Showing word on board after it is found <input type="checkbox"/> Configuring settings (screen, scores, sound, other features, ...) <input type="checkbox"/> Approved length of valid words to be altered (default is 3)	

Group: T /10

C /10

A /25

Individual: C /10