

CAB202 Assignment 2 Criterion Referenced Assessment Rubric

Objective	Indicative achievement level				
	High distinction	Distinction	Credit	Pass/Marginal fail	Fail/Low fail
Level 1: 20 marks	<p>17 – 20 marks</p> <p>The basic game adheres exactly to the requirements set out under Level 1 of the specification in almost all respects. Game play is flawless and uninterrupted by defects of any kind.</p>	<p>15 – 17 marks</p> <p>The basic game as defined in Level 1 of the specification is substantially complete, but a few features do not precisely meet requirements or occasional defects are observed during routine play.</p>	<p>13 – 15 marks</p> <p>Much of the functionality defined under Level 1 of the specification is implemented, but some aspects are clearly not implemented, defective, or plainly incorrect.</p>	<p>8 – 13 marks</p> <p>Many aspects of the required functionality defined under Level 1 of the specification are unimplemented, defective, or plainly incorrect.</p>	<p>0 – 8 marks</p> <p>The game does not compile; or the game compiles but the most functionality is incomplete or non-existent; or defects make it effectively impossible to test the functionality alleged to exist.</p>
Level 2: 7 marks	<p>6 – 7 marks</p> <p>Control of the player's avatar as defined in Level 2 of the specification is fully implemented, with no adverse impact on any other component of the game. Aspects of game play related to the movement of the hero's avatar are flawless and uninterrupted by defects of any kind.</p>	<p>5 – 6 marks</p> <p>Control of the player's avatar as defined in Level 2 of the specification is substantially complete, but a few features do not precisely meet requirements or occasional defects are observed during routine play.</p>	<p>4 – 5 marks</p> <p>Much of the functionality defined under Level 2 of the specification is implemented, but some aspects are clearly not implemented, defective, or plainly incorrect.</p>	<p>3 – 4 marks</p> <p>Much of the required functionality defined under Level 2 is unimplemented, defective, or plainly incorrect.</p>	<p>0 – 3 marks</p> <p>The functionality defined under Level 2 is not implemented; or game play is so badly flawed that functionality is not able to be verified; or insufficient functionality defined in Level 1 has been implemented to permit testing of Level 2 functionality.</p>
Level 3: 13 marks	<p>11 – 13 marks</p> <p>Functionality as defined in Level 3 of the specification is fully implemented, with no adverse impact on any other component of the game. Aspects of game play related to the Level 3 functionality are flawless and uninterrupted by defects of any kind.</p>	<p>10 – 11 marks</p> <p>Functionality defined in Level 3 of the specification is substantially complete, but a few features do not precisely meet requirements or occasional defects are observed during routine play.</p>	<p>8 – 9 marks</p> <p>Much of the functionality defined under Level 3 of the specification is implemented, but some aspects are clearly not implemented, defective, or plainly incorrect.</p>	<p>5 – 8 marks</p> <p>Much of the required functionality defined under Level 3 is unimplemented, defective, or plainly incorrect.</p>	<p>0 – 5 marks</p> <p>The functionality defined under Level 3 is not implemented; or game play is so badly flawed that functionality is not able to be verified; or insufficient functionality defined in Level 1 has been implemented to permit testing of Level 3 functionality.</p>