CS2513 Assignment 2 Rubric
5 marks total

Implementing the Requirements – 3 marks

For example and not limited to, ensuring that the gameplay matches the requirements provided in the assignment description. When code is run, functionality matches that described in assignment description. Use of libraries.

Structuring code using OO programming principles – 2 mark

Use of classes to structure app (use of constructor, methods for event handlers, etc). Where errors could occur, exception handling is provided (generally though user interfaces have few exceptions as inputs can be predicted – it may be that you have no need for exception handling which is fine). Docstrings and comments to ensure that code is sharable and robust.