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| **Criterion** | **Mark** | **Out of** | **Justification** |
| A | 5 | 6 | The rationale is very clear about why Scratch is used as the language, and the success criteria is very realistic while also very specific. The only problem is that the description of the need of client is not fully explained and the rule is not clear enough. |
| B | 6 | 6 | How will the interface look like, how will every button look like, how every detail is used and how this program works are all fully explained, with diagrams and a flowchart. It is clear how the students designed this game and how much tasks has he/she done. |
| C | 12 | 12 | It explained how the interface works, what variables there are, and the most important method to calculate the best score. There are also real tests from client with improvements as a results, which makes this solution more practical and approachable. |
| D | 3 | 4 | The video is very clear, with the explanation from the student, yet it only shows how this program is tested, even with some background noises. |
| E | 5 | 6 | The flaw was pointed out and described by the student himself. He was being reflective yet lack of possible improvements described. It’s great that he met the success criteria pretty well. |
| TOTAL | 31 | 34 |  |