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| **Criterion** | **Mark** | **Out of** | **Justification** |
| A | 5 | 6 | The advisor, the student’s CS teacher, is explicitly addressed. The rationale describes the idea circumstance to be reached by this program, points out the keys to be solves and fully explains the reason of using C# with sufficient support. Also, the success criteria is very specific and testable, and can be checked wither it is fitted in later sections. The only drawback in this section is the lack of explicit consult of client and his unique expectations. |
| B | 6 | 6 | It is very clearly demonstrated of how this product is designed. The screenshot of interface explains what will happen while playing the game and the overview of pseudo code and flow chart fit the outcome in criteria of success. |
| C | 12 | 12 | The techniques is demonstrated and it fulfills the requirement of complexity, with key knowledge use of AI, inheritance and polymorphism etc. For each of the technique, the detailed explanation is given. Also, the students gives the process of development, including the obstacles he met with the intention to enhance efficiency. |
| D | 3 | 4 | The product functions smoothly with all pf the success criteria being met. Also, how the product works and how the outcome would be like is clearly demonstrated. The audio explanation is expected to have a higher quality. |
| E | 6 | 6 | The product is fully evaluated with explanations of how it has met the success criteria and the client’s expectations to make realistic future improvements. Also, the interview script of the students and the client is attached in the appendix which shows its authenticity. |
| TOTAL | 32 | 34 |  |