

	Unsatisfactory	Satisfactory	Good	Excellent
Runtime (code base) 3	<ul style="list-style-type: none"> Can't install Can't run Can't evaluate 	<ul style="list-style-type: none"> Runs Covers some requirements Unstable 	<ul style="list-style-type: none"> Runs Covers most requirements Somewhat unstable Calculates and updates stats 	<ul style="list-style-type: none"> Runs Covers all requirements Stable Calculates and updates stats
Code Quality (code base) 1	<ul style="list-style-type: none"> Code lacking in quality Unreadable Unhelpful Unclear names 	<ul style="list-style-type: none"> Lack of comments Somewhat readable Able to discern what is happening 	<ul style="list-style-type: none"> Code is clear Readable Might not check for errors Some inconsistency 	<ul style="list-style-type: none"> Code is clearly OO Readable Checks for errors Follows conventions
Code Design (code base) 1	<ul style="list-style-type: none"> Not written using OO paradigm 	<ul style="list-style-type: none"> Slightly OO but poor abstraction, hiding, or separation made Mixing UI and logic/state too much Uses SQLite 	<ul style="list-style-type: none"> Clean design Intent is clear Mostly OO Some inconsistency 	<ul style="list-style-type: none"> Clean design Intent is clear Obviously OO Good encapsulation Good separation of concerns
Video 1	<ul style="list-style-type: none"> No video 	<ul style="list-style-type: none"> Video misses full scenario 	<ul style="list-style-type: none"> Video mostly shows full scenario 	<ul style="list-style-type: none"> Video shows full scenario
UML (system documentation) 2	<ul style="list-style-type: none"> Missing 	<ul style="list-style-type: none"> Included Not clear Too much cruft Missing important information Does not match code 	<ul style="list-style-type: none"> Included Clear Readable Matches code 	<ul style="list-style-type: none"> Included Clear Readable Aesthetically pleasing layout Identifies key abstractions Matches code

Runtime: U=0, S=1, G=2, E=3

Code Quality: U/S=0, G/E=1

Code Design: U/S=0, G/E=1

Video: U/S=0, G/E=1

UML: U=0, S=1, G/E=2