



Student Name:

**Life Game: Objects, Classes, & Polymorphism**

CATEGORY (G for group grade, I for individual)	<i>Exemplar</i> 4 points	<i>Sufficient</i> 3 points	<i>Developing</i> 2 points	<i>Lacking</i> 0 or 1 point
(G) Programming - Concept & outline (Day 1)	Well reasoned concept, and final instructions meets spec	Concept & outline does not meet complete spec <i>or</i> final code either does not meet spec or can not be linked to concept	Concept & outline does not meet complete spec <i>and</i> final code either does not meet spec or can not be linked to concept	(0) Student group does not round out concept, does not meet instructor approval, no understanding of goal and no attempt to clarify
(G) Time & Accountability Tracking	Work is tracked in it's completeness, and it is clear who did what when	Work tracking has gaps, lacks reasonable clearness, but is otherwise well done	Work tracking lacks enough detail to reasonably discern reasonably who did what or is incomplete	(0) Group does not turn in or refuses to implement a system of tracking individual work tracking
(G) Code: Objects & Classes <i>DOUBLE POINTS</i>	Classes are used, exist in a vector, and update as needed.	Classes are used but there is not appropriate encapsulation <i>or</i> there is not correct polymorphism	Classes are used but there is not appropriate encapsulation <i>and</i> there is not correct polymorphism	(0) Classes are not used to model the living entities
(G) Code: Functionalization, code reuse, & encapsulation	main() has no more than 2 built in and 2 user defined function calls	Functions are used on levels comparable with the blackjack project.	Functions are used in some places, but large portions of functionality are in main() Functions are used poorly (EG... 20 question functions vs 1 generalized question function)	(1) Code was not largely lacking in use of user defined functions
(G) Code: Functionality	Code works per specs	Code has minor issues but works mostly as intended	Code has significant issues, but attempts to approximate intent	(0) Code does not work as intended nor in any approximation of intent or code is not students own in any measurable way
(I) Code: Comments, spacing, & clarity	Commenting is on the block level & is clear, <i>and</i> spacing & tab use is clear & consistent	Commenting is on the block level or finer, but is vague <i>and</i> there are inconsistencies in spacing & tab use	<i>Either</i> comments <i>or</i> line spacing are not present at all and the other is below expectations or inconsistent <i>or</i> both are present but in no organized ways	(0) Neither comments or spacing are used in a clear way to help with code readability.
(I) Work Ethic: personal accountability	Student scored more than half of code points <i>or</i> student scored less than half though no fault of their own.	Student scored less than half code points <i>or</i> was not working routinely <i>or</i> did not attempt basic testing in a meaningful way.	Student scored less than half code points <i>and</i> was not working routinely <i>or</i> did not attempt basic testing in a meaningful way.	(0) Student scored less than half code points <i>and</i> was not working routinely <i>and</i> did not attempt basic testing in a meaningful way.
Points Accumulated				



**Total points**

**Possible Pts: 36**

**Grade / 36**