

Student Name:
Life Game

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: Pred & Prey functionality & generalization DOUBLE POINTS	Entities are encapsulated in a dictionary or list, <i>and</i> interact with outside functions in a consistent way	Entities are encapsulated in a dictionary or list, <i>or</i> interact with outside functions in a consistent way	Entities are encapsulated in a dictionary or list in part and/or with major inconsistencies in structure between types	(0) Living entities are not modeled in any way per spec, cells are just text moving around, or are defined in the grid level
(G) Code: Functionalization, code reuse, & encapsulation	the main body of the file contains nothing other than function calls, global vars, and the game loop	Functions are used on levels comparable with the previous projects.	Functions are used in some places, but large portions of functionality are not in functions. 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 - game loop	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	Work ethic is scored 0 - 8 based on instructor observation(2), work shown & log upkeep(2), and group/self feedback(4).			
Points Accumulated				

Total points

Possible Pts: 40

Grade / 40