### **Coding Review Worksheet**

Student Giving Feedback: \_\_\_\_\_\_\_\_Hannah Vorel\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Student Receiving Feedback: \_\_\_\_\_\_Michael Pham\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Objectives** | | **Level** |  | | **Description** | | |
| **Functionality** | **Exceptional** | |  | | The application works correctly. The application meets **all** of the directions of the coding challenge assignment and the functionality in the specifications document. |
|  | **Acceptable** | |  | | The application works correctly and mostly meet the directions of the coding challenge assignment. The application functionality meets most of the specifications document. |
|  | **Amateur** | |  | | The application is partially completed or does not work correctly. The application does not meet the directions of the coding challenge or the functionality described in the specifications document. |
|  | **Unsatisfactory** | |  | | There is no application code meeting the directions of the coding challenge or the coding challenge was not attempted. |
| **Feedback:**  The program builds and runs without errors and follows all the directions given in the assignment. You also added your own  Ideas to the project such as a gold inventory that blends in seamlessly with the assignment like the player tripping and losing gold for instance. | | | | | |

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| **Readability** | **Exceptional** |  | The code is exceptionally well organized and easy to follow. Comments are provided to clearly explain what the code is accomplishing. Variables and classes are named descriptively. |
|  | **Acceptable** |  | The code is fairly easy to read and comments are somewhat useful in understanding the code. Some variables or classes may not be named descriptively. |
|  | **Amateur** |  | The code is readable only by someone who knows what it is supposed to be doing or there are only a few simple comments at the top of the code. Variable names or classes are not named descriptively. |
|  | **Unsatisfactory** |  | The code is poorly organized and very difficult to read or there are no comments to help the reader understand the code. Variable names and classes are not named descriptively. |
| **Feedback: I felt like your code overall was very easy to read and understand and you had enough comments that helped with that readability. In your Player.cs class I felt like you could’ve added comments to the AddGold and SubtractGold methods you added but I also felt like they were self-explanatory. I overall view it as exceptional, but I would still add some comments there just to enhance the readability.** | | | |

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| **Usability** | **Exceptional** |  | The application is easy for the user to understand. The design of the user interface, either web or command-line, aids in making it easy for the user to use the application. |
|  | **Acceptable** |  | The application is mostly easy to use. There may be an element in the user interface design that makes the application less easy to use. |
|  | **Amateur** |  | The application is not easy to use. There are multiple elements in the design of the application that hinder the usability. |
|  | **Unsatisfactory** |  | The application is difficult to use and the design does not help the user. |
| **Feedback: The console output was simple to read and creative as well. There was one space missing in between “wealth” and “you” on line 23 in Program.cs, you just have to add a space after wealth, but I like how you described the players luck and simply described how the player lost their gold. I overall viewed it as exceptional.** | | | |