

Week #1 - 4/10 (Kate)

Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Rubric	2	0-1	Reflects the current needs and progress of the project and adapted to any changes, if necessary
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed into different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall.
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements - Spotify API	5	0-2	Ability to interact with the API without repeated calls

Requirements - Spotify User Authentication	5	0-2	Authorize use of the Spotify API to access a specific user's Spotify account
Requirements - Extract playlist and song information	5	0-2	Get the audio features of each song in a user's selected playlist and the user's currently playing song
Requirements - Backend storage	5	0-2	Store data (audio features of current song or songs in selected playlist) in Firebase
Testing	5	0-2	Manual test plan
Schedule	2	0-1	Revised final project schedule if necessary
Total	63		

Week #2 - 4/17 (Kate)

Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Rubric	2	0-1	Reflects the current needs and progress of the project and adapted to any changes, if necessary
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed into different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall.
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements - Improve Gameplay Design	5	0-2	Create interesting background for level design for game

Requirements - Create playable avatar	5	0-2	Design creative, appealing avatar for gameplay
Requirements - Create playable avatar	5	0-2	Design creative obstacles and objects to be used in gameplay
Requirements - Integrate Spotify and Unity	5	0-2	Fetch Spotify data from within Unity script during gameplay
Testing	5	0-2	Manual test plan
Schedule	2	0-1	Revised final project schedule if necessary
Total	63		

Week #3 - 4/24 (Kate)

Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Rubric	2	0-1	Reflects the current needs and progress of the project and adapted to any changes, if necessary
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed into different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall.
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements - Spotify Integration	5	0-2	Connect individual level generation to fetched Spotify data

Requirements - Spotify Integration	5	0-2	Connect continuous level generation to fetched Spotify data
Requirements - Design	5	0-2	Connect changing design visuals to fetched Spotify data
Requirements - Unity UI	5	0-2	Change UI to reflect updates and additions to gameplay. Application looks clean and is intuitive to play.
Testing	5	0-2	Manual test plan
Schedule	2	0-1	Revised final project schedule if necessary
Total	63		

Week #4 - 4/30 (Kate)

Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Rubric	2	0-1	Reflects the current needs and progress of the project and adapted to any changes, if necessary
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed into different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall.
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements - Game balance	5	0-2	Playtest for subjective quality.

Requirements - Additional features	5	0-2	Add features or challenges to make the game more interesting (e.g. power-ups)
Requirements - Finalize artwork	5	0-2	Polish visual game design and add more details to foreground and background
Requirements - Unity UI	5	0-2	Change UI to reflect updates and additions to gameplay. Application looks clean and is intuitive to play.
Testing	5	0-2	Manual test plan
Schedule	2	0-1	Revised final project schedule if necessary
Total	63		