

**Week #2 - 4/17 (Kate) -- REVISED**

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 - Unity and C# HTTP requests	5	0-2	Handle HTTP communication with web servers within Unity

Requirements - Unity and C# JSON parsing	5	0-2	Serialize objects into a JSON format and parse the data
Requirements - Unity UI	5	0-2	Basic UI has been defined and is intuitive to use
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
<b>Total</b>	<b>63</b>		