

Week #1 - 4/9 (Kevin)

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 - Gameplay	5	0-2	Side scroller game is simple but is a complete, playable level with working controls.

Requirements -	5	0-2	Score is implemented to reflect the wins and losses of a player.
Requirements -	5	0-2	Multiple screens of a title screen and level screen implement the flow of gameplay.
Requirements - Unity UI	5	0-2	Basic UI for all the game has been defined. 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 #2 - 4/16 (Kevin)

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	Integrate detailed avatar and level design.

Requirements - Add levels for gameplay	5	0-2	Enable procedural level generation based on changeable inputs
Requirements -	5	0-2	Enable continuous gameplay (no finite start/stop to levels, smooth transition between distinct spaces)
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 #3 - 4/23 (Kevin)

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 (Kevin)

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		