# **ID511001: Programming 2**

# **Project 2 (C# Windows Forms App): Pong Marking Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **10-9** | **8-7** | **6-5** | **4-0** |
| **Functionality** | The app contains comprehensive and robust evidence on the following functionality: No code/file structure modification, game driven by one timer, ball and paddle are created using the Graphics class, collision detection between the ball, paddle and screen, user control with up and down keys, scoring system, double buffering, high score system, sound, game states and random colours. | The app contains clear and detailed evidence on the following functionality: No code/file structure modification, game driven by one timer, ball and paddle are created using the Graphics class, collision detection between the ball, paddle and screen, user control with up and down keys, scoring system, double buffering, high score system, sound, game states and random colours. | The app contains evidence on the following functionality: No code/file structure modification, game driven by one timer, ball and paddle are created using the Graphics class, collision detection between the ball, paddle and screen, user control with up and down keys, scoring system, double buffering, high score system, sound, game states and random colours. | The app does not or does not fully contain evidence on the following functionality: No code/file structure modification, game driven by one timer, ball and paddle are created using the Graphics class, collision detection between the ball, paddle and screen, user control with up and down keys, scoring system, double buffering, high score system, sound, game states and random colours. |
| **Code Elegance** | The app demonstrates comprehensive evidence on the following:   * Use of OO principles, i.e., encapsulation, abstraction, inheritance and polymorphism. * Use of intermediate variables, constants and enumerations. * Idiomatic use of control flow, data structures and in-built functions. * Efficient algorithmic approach. * Sufficient modularity. * Commenting and formatting. * No dead or unused code. | The app demonstrates clear evidence on the following:   * Use of OO principles, i.e., encapsulation, abstraction, inheritance and polymorphism. * Use of intermediate variables, constants and enumerations. * Idiomatic use of control flow, data structures and in-built functions. * Efficient algorithmic approach. * Sufficient modularity. * Commenting and formatting. * No dead or unused code. | The app demonstrates evidence on the following:   * Use of OO principles, i.e., encapsulation, abstraction, inheritance and polymorphism. * Use of intermediate variables, constants and enumerations. * Idiomatic use of control flow, data structures and in-built functions. * Efficient algorithmic approach. * Sufficient modularity. * Commenting and formatting. * No dead or unused code. | The app does not or does not fully demonstrate evidence on the following:   * Use of OO principles, i.e., encapsulation, abstraction, inheritance and polymorphism. * Use of intermediate variables, constants and enumerations. * Idiomatic use of control flow, data structures and in-built functions. * Efficient algorithmic approach. * Sufficient modularity. * Commenting and formatting. * No dead or unused code. |
| **Documentation & Git Usage** | README file contains comprehensive evidence on the following:   * The app’s class diagram. * Known bugs if applicable.   Git commit messages are comprehensively formatted and reflect the changes in concise detail. | README file contains clear evidence of:   * The app’s class diagram. * Known bugs if applicable.   Git commit messages are clearly formatted and reflect the changes in substantial detail. | README file contains evidence of:   * The app’s class diagram. * Known bugs if applicable.   Git commit messages are formatted and reflect the changes in detail. | README file does not or does not fully contain evidence of:   * The app’s class diagram. * Known bugs if applicable.   Git commit messages are not or are not fully formatted and do not or do not fully reflect the changes. |

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# **Project 2 (C# Windows Forms App): Pong Marking Cover Sheet**

Name:

Date:

Learner ID:

Assessor’s Name:

Assessor’s Signature:

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Out Of** | **Weighting** | **Final Result** |
| Functionality | 10 | 40 |  |
| Code Elegance | 10 | 45 |  |
| Documentation & Git Usage | 10 | 15 |  |
| **Final Result** | | | /100 |
| **This assessment is worth 35% of the final mark for the Programming 2 course.** | | | |

**Feedback:**

**Functionality:**

**Code Elegance:**

**Documentation & Git Usage:**