# **ID511001: Programming 2**

# **Project 2: Space Invaders Marking Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **10-9** | **8-7** | **6-5** | **4-0** |
| **Functionality** | The Space Invaders application contains comprehensive and robust evidence on the following functionality: No code/file structure modification, game driven by one timer, mother ship, mother ship missile, enemy ship, enemy ship bombs, scoring system, double buffering, high score system, sound and game states. | The Space Invaders application contains clear and detailed evidence on the following functionality: No code/file structure modification, game driven by one timer, mother ship, mother ship missile, enemy ship, enemy ship bombs, scoring system, double buffering, high score system, sound and game states. | The Space Invaders application contains evidence on the following functionality: No code/file structure modification, game driven by one timer, mother ship, mother ship missile, enemy ship, enemy ship bombs, scoring system, double buffering, high score system, sound and game states. | The Space Invaders application does not or does not fully contain evidence on the following functionality: No code/file structure modification, game driven by one timer, mother ship, mother ship missile, enemy ship, enemy ship bombs, scoring system, double buffering, high score system, sound and game states. |
| **Code Elegance** | The Space Invaders application 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 Space Invaders application 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 Space Invaders application 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 Space Invaders application 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 Pong application’s UML diagram. * References to used code snippets. * Known bugs if applicable.   Git commit messages comprehensively reflect the changes in concise detail. | README file contains clear evidence of:   * The Pong application’s UML diagram. * References to used code snippets. * Known bugs if applicable.   Git commit messages clearly reflect the changes in substantial detail. | README file contains evidence of:   * The Pong application’s UML diagram. * References to used code snippets. * Known bugs if applicable.   Git commit messages reflect the changes in detail. | README file does not or does not fully contain evidence of:   * The Pong application’s UML diagram. * References to used code snippets. * Known bugs if applicable.   Git commit messages do not or do not fully reflect the changes. |

# **ID511001: Programming 2**

# **Project 2: Space Invaders Marking Cover Sheet**

Name:

Date:

Learner ID:

Assessor’s Name:

Assessor’s Signature:

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| --- | --- | --- | --- |
| **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:**