Chess Code Evaluation Grading Sheet

Name: _____

TA: _____

Score   Max Possible

_____   16   Used virtual methods to handle differences between chess pieces

_____   15   Effective class, method, and variable names

_____   15   Effective top-down decomposition of algorithms

_____   15   Code layout is readable and consistent

_____   7   Effective source tree directory structure

_____   7   Effective file organization

_____   15   Good unit test cases

_____   10   Proper use of shared library

_____ **Total**

_____ **Final Score**

Total capped by the percentage of functionality
completed at passoff (not the final passoff grade)
For ex., if total is 100 and functionality completed is 90%,
    then the score is 90.