

### **Conceptual coverage**

- Contains several for loops throughout
- Utilizes vectors for the spritesheet and reel IDs
- Utilize matrices for rendering the slot machine
- Utilizes conditional statements for determining win cases
- Code is broken up into functions
- Comments throughout
- Testing files for algorithms present

Rating: Excellent

### **Value-add**

- ~300 lines of modulated code for the final program (ex. Comments)
- Had to do some research on GUIs, callback functions, and sub-matrix selectors
- All code was written myself

Rating: Substantial

### **Incremental development**

- Several testing files
- Code broken up into functions
- Driver files to test algorithms
- All files contain comments

Rating: Excellent

### **Testing strategy**

- Several well-commented driver files
- Testing files isolate parts of the program
- Different version of each part of the program for comparison

Rating: Excellent

**Coding style / commenting**

- Consistent coding and commenting style
- Variable names follow proper Matlab-style guidelines
- Indentations and spacing are appropriate
- Code is readable

Rating: Excellent