Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Code is decently refactored. Code is adequately decomposed to 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 Java conventions (such as camelCase)
Overall Design	4	0-2	Have nice approaches and structures in overall
Participation	5	0-2.5	Interact with the group actively during discussion.
Presentation	4	0-2	Present the code clearly
Requirements - Add more levels for the game	5	0-2.5	2.5 points adding one more levels for the game, with each level's board has a different size.
Requirements - Choose different size of game board.	5	0-2.5	2.5 points adding the ability to allow the player choose the size of game board they want to play from 15x15, 20x15 and 30x15.
Requirements - Make the enemies' chases more effective	4	0-2	2 points for making the four enemies chase the player more intelligently.
Requirements - Polish UI	4	0-2	2 point for polishing the UI of the game.
Testing - Manual Test Plan	4	0-2	2 points for making a complete manual test plan for GUI
Rubric	4	0-2	2 points for writing a complete rubric for the project in Week1.
Total	57		