

Week 4 Rubric:

Category	Weight	Scoring	Notes
Basic Prep	2	0-1	
Cleverness	2	0-2	
Rubric	2	0-1	
Code Submission	4	0-2	
Decomposition	4	0-2	
Documentation	4	0-2	
Effort	2	0-2	
Overall Design	5	0-2.5	
Participation	5	0-2.5	
Presentation	4	0-2	

Part 2: Project Stuff

Category	Weight	Scoring	Notes
GUI Battle Loop	3(3)	0-1	Implement the battle loop into the GUI
Item Menu	2(4)	0-2	Basically adding more commands for players to use in and out of battle
GUI Animations	3(12)	0-4	Implement animations through JPanel to make things look nice
Map Zoom and transitions	3(3)	0-1	Zoom the map in so transitions will look more natural between connected maps
Quality of Life Changes	2(2)	0-1	Misc changes made to have better UX.

Testing	1	0-1	Either had a Test Plan or not
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$3+4+12+3+2+1=25$