# Independent Study Project – Checkpoint 1

## Purpose

To create a product that engages you and that you would be proud to share to a public audience.

Along the way, you will develop your ability to problem-solve using a variety of strategies, to implement a solution in code, to manage source code using accepted industry practices, and to plan and meet commitments for project milestones.

## Evaluation

As described in January, I am now taking a standards-based approach to evaluating your progress in the course.

What does that mean?

It means that I value the *process* of your work on this ISP as much as your *product.*

It means that I am looking, quite simply, for you to provide evidence of having met the expectations listed.

To that end: using your commits on GitHub, and your posts on Sesame, how would *you* evaluate your progress so far?

You probably will not have yet demonstrated *all* of the expectations, but have you hit some? How often?

For each expectation shown on the following pages:

1. Provide links(s), optionally with brief explanatory text to specific parts of a commit in your source control history
2. Give yourself a 1 to 5 star rating

## Curriculum Expectations

### A1. Data Types and Expressions Demonstrate the ability to use different data types, including one-dimensional arrays, in computer programs;

**A1.1** use constants and variables, including integers, floating points, strings, and Boolean values, correctly in computer programs;

ASCII, Unicode) to internally represent data and store information;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L18>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L27> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A1.3** use assignment statements correctly with both arithmetic and string expressions in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/bbb990c52afb4f99db839e045dfa521b82b62a61/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L25>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L204-L207> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A1.4** demonstrate the ability to use Boolean operators (e.g., AND, OR, NOT), comparison operators (i.e., equal to, not equal to, greater than, less than, greater than or equal to, less than or equal to), arithmetic operators (e.g., addition, subtraction, multiplication, division, exponentiation, parentheses), and order of operations correctly in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/bbb990c52afb4f99db839e045dfa521b82b62a61/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L47-L59>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L213-L216>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L117-L149>   * Wraps function in a gameIsActive * Examples of Arithmetic Operators   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L76>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L69> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A1.5** describe the structure of one-dimensional arrays and related concepts, including elements, indexes, and bounds;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L158-L167>   * Creates an array and appends the object (wasp) to the array when it intersects with the hero (Billy).   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L197>   * Creates an array of actions to remove the wasp from the game when it intersects with Billy.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L266>   * Creates an array of actions to make the game over screen appear when your score hits zero.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L71>   * Creates an array of action to spawn the wasps in the game. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A1.6** write programs that declare, initialize, modify, and access one-dimensional arrays.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L158-L167>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L197>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L266>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L71> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A2. Control Structures and Simple Algorithms Demonstrate the ability to use control structures and simple algorithms in computer programs;

**A2.1** write programs that incorporate user input, processing, and screen output;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| Input:  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L96-L108>  The input is when the player presses a button, such as the W, A, S or D buttons. This is processed in the game through the if statements that trigger the character to move up, left, down or right when the respective button is pressed. The game then causes the ‘billy’ the character in the game to output movement in the direction that was pressed. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A2.2** use sequence, selection, and repetition control structures to create programming solutions;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/bbb990c52afb4f99db839e045dfa521b82b62a61/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L1-L61>   * Created the variables for Billy’s movement, then defined what they did and then used them in a conditional, demonstrating sequence.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L129>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L148>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L213-L219>   * Create the wasp name and declare the wasp sequence ‘withKey’ name for later use in shutting down the movement of the wasps when the score hits zero and the game over screen triggers.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L110-L122>   * Repeats and runs through the same statements in sequence updating the variables ‘timeSoFar’ and ‘now’ in order to constantly update the timer label, via use of the updating time interval function. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A2.3** write algorithms with nested structures (e.g., to count elements in an array, calculate a total, find highest or lowest value, or perform a linear search).

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L213-L219>   * Checks over all the sprites when the score hits zero and removes actions from all the sprite nodes with the name wasp (AKA – All the wasps in the game stop moving).   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L105-L122>   * Algorithim that checks if the game has started then uses start time to hold the time, but after holds it in the now variable to track the current time, and then updates the timeSoFar function to hold the time and turn the number value into a string held in the timer label. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A3. Subprograms Demonstrate the ability to use subprograms within computer programs;

**A3.1** demonstrate the ability to use existing sub-programs (e.g., random number generator, substring, absolute value) within computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L137>   * Random number generation   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L123>   * Random Number Generation |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A3.2** write subprograms (e.g., functions, procedures) that use parameter passing and appropriate variable scope (e.g., local, global), to perform tasks within programs.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L96-L108>   * Function that controls movement of the character ‘billy’ and inputs and processes when the player inputs the W, A, S or D key.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L105-L124>   * Function that updates the time interval and keeps track of time / runs 60 times per second, used in checking collisions and keeping a timer. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A4. Code Maintenance Use proper code maintenance techniques and conventions when creating computer programs.

**A4.1** demonstrate the ability to identify and correct syntax, logic, and run-time errors in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| * Use of unresolved identifier = Did not create a variable   ../../../../Screen%20Shot%202017-05-03%20at%2011.41.16%20PM.png   * Variable needs to be created for use of ‘timer’ as a string.   ../../../../Screen%20Shot%202017-05-04%20at%2012.00.40%20AM.png   * Cannot convert type CGFloat to Double = The wrong data type is trying to be used for duration, duration is requesting a double as it’s data type but it is giving a CGFloat.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L94>  Note: Timer changed to timeSoFar in newest rendition of the program.  ../../../../Screen%20Shot%202017-05-03%20at%2011.52.45%20PM.png   * Make the randomized number into the data type of a double   ../../../../Screen%20Shot%202017-05-03%20at%2011.58.16%20PM.png   * Expected { after if condition = There is no { after the if statement which is used to define the domain of the if statement.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L187>  ../../../../Screen%20Shot%202017-05-04%20at%2012.03.19%20AM.png   * Added a bracket after the if condition   ../../../../Screen%20Shot%202017-05-04%20at%2012.04.42%20AM.png  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L110-L122> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.2** use workplace and professional conventions (e.g., naming, indenting, commenting) correctly to write programs and internal documentation;   
 (also includes use of source control)

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L181-L216>   * Explanation before each part of the function describing briefly what the main function of the code section is.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/9876e2bef04252e1a65538c2f2927cfadf1686ae/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L114-L148>   * Another explanation, only of the spawning of the wasp monsters in the game, explaining each part of the code that spawns them. |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.3** demonstrate the ability to interpret error messages displayed by programming tools (e.g., compiler, debugging tool), at different times during the software development process (e.g., writing, compilation, testing);

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| * Use of unresolved identifier = Did not create a variable   ../../../../Screen%20Shot%202017-05-03%20at%2011.41.16%20PM.png  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L94>   * Cannot convert type CGFloat to Double = The wrong data type is trying to be used for duration, duration is requesting a double as it’s data type but it is giving a CGFloat. * ../../../../Screen%20Shot%202017-05-03%20at%2011.52.45%20PM.png   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L187>   * Expected { after if condition = There is no { after the if statement which is used to define the domain of the if statement.   ../../../../Screen%20Shot%202017-05-04%20at%2012.03.19%20AM.png  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L110-L122> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.4** use a tracing technique to understand program flow and to identify and correct logic and run-time errors in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| ../../../../Screen%20Shot%202017-05-07%20at%2010.18.36%20PM.png  Used a tracing technique in the print function in order to find the problem in why the background changer was working after game over and the movement wasn’t, after using it to see if it was a logic problem or sequence problem, I figured out that the background changer was still running because it wasn’t in the if gameIsActive statement.  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L134-L160>  ../../../../Screen%20Shot%202017-05-07%20at%2010.28.44%20PM.png  Used breakpoints to figure out why my game was crashing and it turned out after moving through it with breakpoints adobe casalon pro was not an acceptable font so I changed it back to Helvetica.  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L30> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.5** demonstrate the ability to validate a program using a full range of test cases.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| Test Case:  Does the program take input through the W, A, S and D keys and allow movement through them? 🡪 Yes  Does the program allow you to move off the edge of the map? 🡪 No  Can you change the background with the 1, 2, 3 and 4 keys? 🡪 Yes  Does the character lose a health when he hits a wasp? 🡪 Yes  Are the wasps movements randomized in speed and direction 🡪 Yes  Does the whole game stop when health hits zero? 🡪 Yes |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### B1. Problem-solving Strategies Use a variety of problem-solving strategies to solve different types of problems independently and as part of a team;

**B1.1** use various problem-solving strategies (e.g., stepwise refinement, divide and conquer, working backwards, examples, extreme cases, tables and charts, trial and error) when solving different types of problems;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L98>   * Used trial and error to find the best position for the Timer Label by changing the amount until it seemed like it was optimal and aesthetically pleasing.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L149-L158>   * Was not sure how to create a background changer but then used an example of the previous key pressed if statements that are used to make the character move and utilize the .texture function as well.   Example:  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L136-L148>  ../../../../Screen%20Shot%202017-05-03%20at%2011.52.45%20PM.png   * Problem solved indepdently through using the autocorrect function of swift to realize how to figure out how to declare randomDuration as a double.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L187>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L98>   * Used trial and error to find the best position for the Timer Label by changing the amount until it seemed like it was optimal and aesthetically pleasing.   Note: Done independently.  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L149-L158>   * Was not sure how to create a background changer but then used an example of the previous key pressed if statements that are used to make the character move and utilize the .texture function as well.   Note: Done independently.  Example:  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L136-L148> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**B1.2** demonstrate the ability to solve problems independently and as part of a team;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| ../../../../Screen%20Shot%202017-05-03%20at%2011.52.45%20PM.png   * Problem solved indepdently through using the autocorrect function of swift to realize how to figure out how to declare randomDuration as a double.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L187>  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L98>   * Used trial and error to find the best position for the Timer Label by changing the amount until it seemed like it was optimal and aesthetically pleasing.   <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L149-L158>   * Was not sure how to create a background changer but then used an example of the previous key pressed if statements that are used to make the character move and utilize the .texture function as well.   Example:  <https://github.com/rsgc-ormsby-s/ISP-1---2D-Brawler-Game/blob/6fe44106e23a2b660950cbf44a5482742dfb1800/2D%20Brawler%20Game/2D%20Brawler%20Game/GameScene.swift#L136-L148> |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

## Comments and Proposal for Level of Achievement

Understanding that this is a checkpoint 1/3 of the way into the ISP, and that mastery of all standards is not expected at this point in time, what do you suggest as your current level of achievement? Why?