CG 314 – Fall 2016 – Final Project Rubric – Instructor: Shaun Axani

Name:

	Exceeded Criteria (90)	Met Criteria (80)	Approached Criteria (70)	Did Not Meet Criteria (50)	Points (weight)
Program Concept and Originality	Something novel	Interesting idea or a classic game with a unique twist.	The idea is not new but you have added many nice embellishments	Nothing new, almost remaking something else exactly	10
Visual Design	Individual and overall design are exceptional	The overall visual design is cohesive and interesting	Some of the individual elements are interesting but overall design not cohesive	Little thought went into the visual design	20
Program Execution	Meets all of the requirements and includes features beyond the basic. Utilizes many advanced class concepts	Meets all of the programming requirements and code demonstrates understanding of complex ideas	Most of the programming requirements have been met and code effort to cover course content is obvious	Programming requirements have not been met and there is little effort and understanding	50
In Class Presentation	Excellent demo and context for program. Able to explain in detail some aspect of your program that is novel or interesting. You must be able to break down and explain how that piece of code works.	Good presentation of what the project is, how to interact with it and what your greatest programming challenge was. Why you chose to organize your code the way you did.	Can explain why you chose your project. Can walk someone through some of the programs logic.	Little to no effort in demo and explanation of code	10

On time and with comments	All files submitted by deadline. Excellent comments, formatting.	All files submitted by deadline. Well formatted and includes extensive comments.	Submitted on time with some comments	Did not submit on time. Little or no comments.	10
TOTAL					100

Requirements:

Overall program execution and conceptual marks (in grading sections 1 and 3) will be graded on the complexity of project, challenge it poses for the student, and relevance to the course contents. Visual Design will include UX considerations, basic graphic design knowledge, and If the code works to keep the program appearing in an ideal state.

Final project program should include:

Must be a working program.	
Your name, course name and date as comments at the top of your .pde files.	
If it's not obvious on the sketch, it should be stated how to interact with it. This includes what it means to win and lose (if a game), and what interaction methods there are.	
Your code should be neat and well organized.	
The program code is efficient.	
The program is challenging and pushing student's boundaries	
At least one object	
At least one array	
At least one of 3D graphic elements or Data or Pixel Manipulation	
User interaction - using the mouse and/or keyboard input.	
Clear comments	