

Category	Weight	Scoring	Notes
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Rubric	2	0-1	Rubric completed
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project 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 the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements: Both player and automatic system can place tiles on the board that form words	4	0-2	0- Neither the score nor the computer can place tiles on the board 1- Only one of the two can place tiles on the board 2- Both the computer and player can place words on the board
Requirements: Both the player and automatic system have their score incremented when getting a word spelled correct	4	0-1	0- The player and computer scores are never incremented 1- The score is incremented on both correctly and incorrectly spelled words 2- The score is not incremented on incorrectly spelled words and is properly incremented on correctly spelled words, given the player places the letters properly on the board in the correct order
Requirements: Whichever player has the highest score when the game is forfeited/bag is empty wins	4	0-1	0- There are no conditions where the game can end 1- The game can end in win, tie, or lose upon pressing the forfeit button 2- The game can end in win, tie, or lose upon pressing the forfeit button or running out of tiles
Testing: Score incrementing and	4	0-2	0- Score incrementing and game ending conditions not tested

game ending conditions			<ul style="list-style-type: none"> 1- Only one of score incrementing or game ending conditions is tested 2- Both score incrementing and game ending conditions are tested
Testing: Manual test plan for incrementing score and placing tiles on board	4	0-1	<ul style="list-style-type: none"> 0- There is no manual test plan for incrementing score and placing tiles on the board 1- There is a manual test plan for incrementing score and placing tiles on the board
Schedule	2	0-1	Revised final project schedule if necessary
Total			