**Criteria: Create a score object for showing the player score on the screen**

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| **Passed** | Submitted code **attempts** to create the score object by the “**Score**” class using a proper parameter.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is an attempt to:   * 1. create the score object; and   2. pass the proper parameter to create the object. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. Or, the attempt is **incomplete**, missing either the part to create a score object, or failing to pass the proper parameter in creating the object. | **0 point** |

**Criteria: Increment the score**

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| **Passed** | Submitted code **attempts** to increment the score value in the score object using the correct method.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as the correct method is employed for incrementing the score value. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**, or the attempt**does not** invoke the correct method. | **0 point** |

**Criteria: Display the score value to the screen**

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| **Passed** | Submitted code **attempts** to display the score value of the score object to the canvas using the correct method and parameter.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as the correct method is invoked with correct parameter passed to it. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**, or the attempt**does not**invoke the correct method, or the parameter passed to the method is **incorrect**. | **0 point** |

**Criteria: Initialize the score value**

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| **Passed** | Submitted code **attempts** to initialize the score member of the score class to 0.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is a statement to initialize the score member of the **Score** class to 0. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. | **0 point** |

**Criteria: Increment the score value**

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| **Passed** | Submitted code **attempts** to increment the score member of the **Score** class by 1 in*incrementScore()*.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is a statement to increment the score member of the **Score** class by 1. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. | **0 point** |

**Criteria: Decrement the score value**

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| **Passed** | Submitted code **attempts** to decrement the score member of the **Score** class by 1 in*decrementScore()*.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is a statement to increment the score member of the **Score** class by 1. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. | **0 point** |

**Criteria: Draw the score value to the screen**

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| **Passed** | Submitted code **attempts** to draw the value of the score member as a text string on the canvas.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as the correct method is invoked to draw the score value to the canvas. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. | **0 point** |

**Criteria: Performing an automated test**

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| **Passed** | Submitted screenshot clearly **shows** a green bar as a result indicator from correctly passing the automated test of this programming assignment. | **1 point** |
| **Failed** | **No screenshot**is submitted **OR** submitted screenshot **does not show** a green bar as a result indicator from correctly passing the automated test of this programming assignment. |  |