Game state? Edge cases: ①

- Castling (thrl check)
- En passant
- Pawn first move as two
- Stalemate - 50 move
  - 3 state

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title: The Game of Chess
2. Team Members: Ellene Schmitt, Brylerigh Koci, Walker Edwards
3. Evaluator: Clayton Johnson

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0 - 5 scale in the Score column (0 - F, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 – Good, 5 - Excellent)
3. Use the *Notes* section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. **Use of fundamental OOD concepts**, e.g.: Inheritance, Abstraction, Attributes, Getters, Setters, Methods, Modularity, Overloading, etc. Notes:	5/5
2. **Use of at least 3 Design Patterns** -- presentation clearly stated and briefly explained design patterns use. Common design patterns are Iterator, Decorator, Observer, Strategy, Command, State, Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes:	5/5
3. **Testing for correctness** – automatically generates test data using hypothesis, usage of mocking/patching, provides code coverage and Python type check (mypy) reports, etc. Notes:	5/5
4. **Documentation** – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction is clear and complete.	5/5

Notes:	
5. **Software management** – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub Project, Clickup, Discord, Slack, etc. Notes:	5/5
6. **Teamwork** – clear division of labor and progress tracking; helping each other, etc. Notes:	5/5
7. **Project requirements and execution** -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc. Notes:	5/5
8. **Team presentation** -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc. Notes: Could be more exciting, but they demoed well.	3/5
9. Use 4+1 Views to explain the project to the audience. Notes:	5/5
10. **BONUS: Above and beyond** – Team went beyond the above list e.g., great User Interface, use of Database, real-world application, client delight and interaction, CI/CD, deployment, etc. Notes: Allows user to change starting game state.	5 /10
Total Score Note: Max score can be 50 due to 10 BONUS points.	38/45

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title: The game of Chess
2. Team Members: Ellena Schmitt, Bryleigh Koci, Walker Edwards
3. Evaluator: Jeremy Bergen

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0 - 5 scale in the Score column (0 - F, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 – Good, 5 - Excellent)
3. Use the *Notes* section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. **Use of fundamental OOD concepts**, e.g.: Inheritance, Abstraction, Attributes, Getters, Setters, Methods, Modularity, Overloading, etc. Notes: Implements all required concepts correctly	5 /5
2. **Use of at least 3 Design Patterns** -- presentation clearly stated and briefly explained design patterns use. Common design patterns are Iterator, Decorator, Observer, Strategy, Command, State, Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes: described patterns but could go into more detail about how implemented	3 /5
3. **Testing for correctness** – automatically generates test data using hypothesis, usage of mocking/patching, provides code coverage and Python type check (mypy) reports, etc. Notes:	3 /5
4. **Documentation** – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction is clear and complete.	4 /5

Notes:	
5. **Software management** – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub Project, Clickup, Discord, Slack, etc. Notes:	5 /5
6. **Teamwork** – clear division of labor and progress tracking; helping each other, etc. Notes:	5 /5
7. **Project requirements and execution** -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc. Notes:	5 /5
8. **Team presentation** -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc. Notes:	3 /5
9. Use 4+1 Views to explain the project to the audience. Notes:	4 /5
10. **BONUS: Above and beyond** – Team went beyond the above list e.g., great User Interface, use of Database, real-world application, client delight and interaction, CI/CD, deployment, etc. Notes:	/10
Total Score Note: Max score can be 50 due to 10 BONUS points.	37 /45