Rubric for Assessing Maze Generator

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Carefully **highlight all** the items that **work correctly**. Incorrect entries may be penalized. Not all the entries may be used for grading.

Behavior					
Size of the maze	User-specified	Hard-coded			
	Allows 6 X 6	Allows 7 X 7	Allows 8 X 8	Allows 9 X 9	Allows 10 X 10
Maze rendering	Draws maze		Pauses after each step in generation		Walls are clearly drawn
Maze quality	Has at least one path from start to finish		Has more than one path from start to finish		Has no circles
		Has at least one dead-end		Has more than one dead-end	
If maze is incomplete	Reports that maze is incomplete		Re-starts maze generation		
Implementation					
List Activity classes, one per square					
List Java classes, one per square					
List View/Controller classes, one per square					
List Model classes, one per square					
Submission					
Technical Manual	Includes description of Activities	Includes description of Java classes		Includes a screen shot	
		Includes description of AI algorithms used		Lists classes and methods where they are implemented	
	Includes bug report		Includes missing features report	Includes additional features report	
		Includes project log			

Submission Requirements		If applicable, team-work report is included	Source and documentation are placed in a directory and the directory is zipped