NetID: ys43

Total Points: 87

Merits

Item	Criteria	Score	Comments
game is hosted and playable on surge	5	5	
included screenshot of game in action	5	5	
game is playable in Chrome	5	5	
no lingering console messages	5	5	
game is primarily visually based with moving or transforming graphics	10	10	
game utilizes mouse for primary interaction	5	5	
unobtrusive JavaScript and CSS	10	10	
single player game, playable in about 10 minutes or less	10	10	
game has some unique aspect which makes the game your own	10	10	
source is well formatted	5	5	
source uses functions appropriately	5	5	
game difficulty adjusts by user action or with play over time	10	3	Difficulty does not change over time.
game includes score that I updated during play	5	5	
game includes a metric other than score that is updated during or between play	5	0	No other metric
Correct HTML header including doctype, html, author meta tag in head	5	5	
Sub total	100	**88**	

Demerits

Item	Criteria	Demerit	Comments
game was not approved	50	0	
submission does no properly inclde REDME.json	25	0	
game crashes	10	0	
bug or error in game dring load with Chrome	10	0	
bug in game during play with Chrome	10	0	
inappropriate character in filename, e.g, space	10	0	
code smells bad or has some issue	10	0	
section of code repeated more than twice (i.e., it's not DRY code)	10	0	
variable not appropriately scoped (i.e., missing var, or var in wrong scope)	10	0	
did not properly separate concerns	10	0	
user interface not obvious to use	10	0	
a non-server error is thrown	8	0	
lingering console message	5	0	
bad variable name	5	0	
variable names with improper case, e.g., wrongly MyVar instead of myVar)	5	0	
bad datastructure choce or usage	5	0	
inappropriate use of new	5	0	
variable incorrectly in global scope	5	0	
improper use of comments	5	0	
no comments at all (you should have describing comments to explain why you are doing things the way you are doing them)	5	0	
dead code, e.g., commented or unreachable code	5	0	
code makes unchecked assumption	5	0	

variable not appropriately scoped (i.e., missing var, or var in wrong scope)	5	0	
non-CSS styling	5	0	
inefficient algorithm	5	0	
expensive network load	5	0	
JavaScript file has too many lines of code (more tan about 500 lines)	5	0	
JavaScript file inappropriately has too few lines of code (should be at least 5 lines otherwise combine with another file)	5	0	
function length is too long (more than about 60 lines)	5	0	
function performs too many functions	5	0	
complex code statement (should be broken up or is missing appropriae comment)	5	0	
unnecessary intermixing of content (HTML) and style (SS)	5	0	
unnecessary intermixing of content (HTML) and logic (JavaScript)	5	0	
inappropriate magic value	3	0	
missing braces for blocks, e.g., if, for, while	3	0	
bad indentation	3	0	
poorly named function	3	0	
missing cached variable, e.g., not caching DOM lookup	3	0	
reassigning or multiply assigning variables	3	0	
code line length too long (more than about 80 characters)	3	1	Handful of lines are too long
too much white space (use while space for logical separations and promote grouping)	3	0	
excessive use of DOM ids	3	0	
missing clear abstraction usage opportunity	3	0	
for loop used instead of more appropriate function style	3	0	
variable not appropriately initialized	3	0	
did not use shortcut for boolean, i.e., if (bool==true) should be if(bool)	3	0	
a 'what' comment, e.g., //set var to 0	3	0	
multi line comment where // should be used instead	1	0	
Long comment at end of line instead of on separate line	1	0	
Total Demerit	322	**1**	