

Week 11 of-Snake Linked List Code Review Rubric

Due to the nature of this week the assignment this rubric is separated into three parts. There is one for each of the parts in the assignment and one for presentation and participation.

1 of-snake with High Scores (50%)

This portion will be scaled based on completeness of implementation.

1.1 Code Quality

- Solution approach is well thought out
- Code is logically organized
- Avoids unnecessary repetition (“Don’t repeat yourself”)
- Solution integrates into existing code

1.2 openFrameworks Usage

- Use of the openFramework features to implement the high score
- Understanding of the openFramework code used in the high score solution

1.3 Linked List Integration

- Fixes to template linked list based on feedback in code review
- Integration of template linked list into the provided code

1.4 Extra Credit

- Template Linked List fully integrated into the of-snake application replacing all implicit linked lists
- Sound added to the game
- Creative work done improving the game look and play

2 Project Proposal (30%)

This section covers the requirements that you must meet to score in this section. For the purpose of grading this week will not be evaluating the quality of your project just the quality of your proposal specifically the following.

- Explain the project you want to do in clear English
- Clearly identify the libraries you will be using for your project
- Identify any background you have that will help you succeed in your project

3 Presentation & Participation (20%)

- Arrived on time with all necessary materials and ready to go
- Appropriate pacing and engagement of the fellow students
- Engaged and paying attention to other students presentations
- Asks questions and/or makes comments that further the discussion*
- Explains reasoning for why something is good or bad
- Behaves respectfully to moderator and other students