

Coding Phase – ICS200 – Unit 2 Project – Final Submission

Coder: Theme:

Overall Project Grades:

Project 2 Overall %: Communication %: Application %: Thinking & Planning %:

Some coding metrics:

Total Lines of code: Total Pictures: Total screens: Total games: Extra Features:

Your tasks:

1.	5.	9.
2.	6.	10.
3.	7.	11.
4.	8.	12.



Communication: Screen Design/ Code Documentation

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Splash Screen/ Instructions Screen/ Back story	<input type="checkbox"/> Picture or background <input type="checkbox"/> Title of game is displayed <input type="checkbox"/> Author's name is displayed <input type="checkbox"/> Button to instructions & game; they work <input type="checkbox"/> Everything is spelled correctly <input type="checkbox"/> Story or purpose of game is displayed <input type="checkbox"/> Instructions/backstory is excellent <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Pictures of game to illustrate game play <input type="checkbox"/> One cohesive colour scheme in background, button colours and text colour.		4	5	7	8	9
Game Screens	<input type="checkbox"/> Titles are displayed <input type="checkbox"/> Story or purpose of game is maintained <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Buttons to navigate forward <input type="checkbox"/> Instructions or Buttons to Instructions provided. <input type="checkbox"/> Hints/help is provided. <input type="checkbox"/> Scores or game information is displayed <input type="checkbox"/> One cohesive colour scheme in background, button colours and text colour.		3	4	5	6	7
Game End, Winning Screen	<input type="checkbox"/> Title is displayed <input type="checkbox"/> Story or game ends <input type="checkbox"/> Story or game end is connected and well developed <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Pictures are used well. <input type="checkbox"/> Buttons to play again.		2	3	4	5	6
Code Maintenance	<input type="checkbox"/> 3 Title comments: Name, Date and Purpose at the top <input type="checkbox"/> Subtitles between tasks <input type="checkbox"/> Comments before major variables, to explain use <input type="checkbox"/> Comments before important methods, to explain use <input type="checkbox"/> Comments are throughout the program. <input type="checkbox"/> Code is mostly indented properly (ifs and loops are tabbed in one space) <input type="checkbox"/> Code is all perfectly indented <input type="checkbox"/> Widgets that change have meaningful IDs		3	4	5	6	7



Application: Program Constructs

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> Buttons between screens. <input type="checkbox"/> If is used. <input type="checkbox"/> Else, else if used if possible <input type="checkbox"/> &&, !, - onEvent: _____ <input type="checkbox"/> 3 tasks exist <input type="checkbox"/> More than 3 games exist <input type="checkbox"/> More than 4 games exist <input type="checkbox"/> Games can be won <input type="checkbox"/> Hints are easily accessed from game screens. <input type="checkbox"/> Instructions are easily accessed from game screens <input type="checkbox"/> Some games are randomized - onEvent: _____ <input type="checkbox"/> Games changed from default used in class: _____, _____ <input type="checkbox"/> Coded own game (new one, not from class): _____ <input type="checkbox"/> Very complex game coding: _____, _____		2	6	8	10	12
Extra Features Used	<input type="checkbox"/> HideElement - onEvent: _____ <input type="checkbox"/> ShowElement - onEvent: _____ <input type="checkbox"/> GetText - onEvent: _____ <input type="checkbox"/> TextInput - onEvent: _____ <input type="checkbox"/> Set Property - onEvent: _____ <input type="checkbox"/> Function - name: _____ <input type="checkbox"/> Own Function - name: _____ <input type="checkbox"/> Radio Button - onEvent: _____ <input type="checkbox"/> Checkbox - onEvent: _____ <input type="checkbox"/> Textarea - onEvent: _____ <input type="checkbox"/> Slider - onEvent: _____ <input type="checkbox"/> Drop Down - onEvent: _____ <input type="checkbox"/> Timer - onEvent: _____ <input type="checkbox"/> Animation - onEvent: _____ <input type="checkbox"/> Own: _____, onEvent: _____ <input type="checkbox"/> Own: _____, onEvent: _____		1	2	3	4	5



Thinking: Software Development Life Cycle

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing	<input type="checkbox"/> Puzzle #1 Submitted <input type="checkbox"/> Puzzle #2 Submitted <input type="checkbox"/> Spy School Submitted <input type="checkbox"/> Baking School Submitted <input type="checkbox"/> Brainstorming Submitted <input type="checkbox"/> Design Submitted <input type="checkbox"/> Opening Screen Link Submitted on Oct 15 <input type="checkbox"/> Task 1 & 2 Link Submitted on Oct 19 <input type="checkbox"/> Task 3 Link Submitted on Oct 20 <input type="checkbox"/> Ending Link Submitted on Oct 21		3	4	6	8	10
Close Project (Google Form)	<i>The following was filled in on the google form for the final submission:</i> <input type="checkbox"/> Name <input type="checkbox"/> Extra Features List <input type="checkbox"/> Theme <input type="checkbox"/> Line numbers on Extra Features List <input type="checkbox"/> Counts <input type="checkbox"/> 2 Things Proud <input type="checkbox"/> Share Link <input type="checkbox"/> 2 Things change <input type="checkbox"/> Task List <input type="checkbox"/> Submitted on-time		3	4	6	8	10