

Final Submission – ICS3U0 – Unit 3 Project – RPG

Coder:		Game Title:	
Date:		Game goal:	

Some coding metrics:

Total Lines of code: <input style="width: 50px;" type="text"/>	Total ASCII Pictures: <input style="width: 50px;" type="text"/>	Total tasks: <input style="width: 50px;" type="text"/>	Total Parameters: <input style="width: 50px;" type="text"/>	Total Return Types: <input style="width: 50px;" type="text"/>
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Communication: Storyline, Prompts, Gameplay

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Introduction /Back story	<input type="checkbox"/> Title of game is displayed in ASCII art <input type="checkbox"/> Author's name is displayed <input type="checkbox"/> ASCII Art Picture <input type="checkbox"/> Dialog Box <input type="checkbox"/> Story or purpose of game is displayed <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Instructions/backstory provides enough details <input type="checkbox"/> Backstory is creative and engaging (worth more than one)		4	5	6	7	9
Tasks	<input type="checkbox"/> Title for Task #1 is displayed in ASCII art <input type="checkbox"/> Title for Task #2 is displayed in ASCII art <input type="checkbox"/> Title for Task #3 is displayed in ASCII art <input type="checkbox"/> ASCII art pictures <input type="checkbox"/> Dialog box pictures <input type="checkbox"/> Game instructions are clear <input type="checkbox"/> Story or purpose of game is maintained throughout tasks <input type="checkbox"/> Blank lines are used in OUTPUT to format screen nicely <input type="checkbox"/> No horizontal scrolling required for ASCII Art or story text <input type="checkbox"/> Spaces before user needs to type <input type="checkbox"/> 3 tasks exist: _____, _____, _____ <input type="checkbox"/> More than 3 tasks exist: _____ <input type="checkbox"/> More than 4 tasks exist: _____ <input type="checkbox"/> Some games are randomized: _____ <input type="checkbox"/> Very complex game coding: tasks: _____, _____ <input type="checkbox"/> Games changed from default: _____, _____		6	8	10	12	15
Game End, Winning Screen	<input type="checkbox"/> Title is displayed in ASCII art <input type="checkbox"/> Pictures – ASCII or dialog box. <input type="checkbox"/> Story or game comes to a conclusion <input type="checkbox"/> Story or game end is connected and well developed; more than 10 lines of story. <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Can win, can lose. <input type="checkbox"/> Option to play again. Works. <input type="checkbox"/> Play again: Variables reset.		2	3	4	5	6



Application: Program Constructs, Comments

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> If is used. <input type="checkbox"/> &&, !, <input type="checkbox"/> Switch is used line: _____ <input type="checkbox"/> ? Operator is used line: _____ <input type="checkbox"/> For Loop used. line: _____ <input type="checkbox"/> While Loop used. line: _____ <input type="checkbox"/> Do Loop used. line: _____ <input type="checkbox"/> Own void methods created. line: _____ <input type="checkbox"/> Return types used line: _____ <input type="checkbox"/> Own Return type coded (not one from class) line: _____ <input type="checkbox"/> Parameters used line: _____ <input type="checkbox"/> Own Parameters coded (not one from class) line: _____ <input type="checkbox"/> All methods under 30 lines.		2	5	8	11	13
Extra Features Used	<input type="checkbox"/> Dialog box (Option Pane) line: _____ <input type="checkbox"/> Pull down Dialog Box line: _____ <input type="checkbox"/> Text box line: _____ <input type="checkbox"/> Dialog box with picture line: _____ <input type="checkbox"/> Printslow line: _____ <input type="checkbox"/> Date, Time line: _____ <input type="checkbox"/> Unicode character line: _____ <input type="checkbox"/> Time to complete game line: _____ <input type="checkbox"/> Own game: _____ <input type="checkbox"/> Own: _____ <input type="checkbox"/> Own: _____		1	2	3	5	7
Code Maintenance	<input type="checkbox"/> 3 Title comments: Name, Date and Purpose at the top <input type="checkbox"/> Comments before every method <input type="checkbox"/> Comments before major ifs <input type="checkbox"/> Comments before variables <input type="checkbox"/> Comment before extra features <input type="checkbox"/> Comments continue to the middle of the program <input type="checkbox"/> Comments continue to ¾ of the way down the program. <input type="checkbox"/> Comments continue to the end of the program.		2	3	5	7	9



Thinking: Software Development Life Cycle

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing (Google classroom & Line counts)	<input type="checkbox"/> Analysis sheet submitted on-time <input type="checkbox"/> Design sheet submitted on-time <input type="checkbox"/> Introduction submitted on-time <input type="checkbox"/> Task 1 submitted on-time <input type="checkbox"/> Task 2 submitted on-time <input type="checkbox"/> Task 3 submitted on-time <input type="checkbox"/> Conclusion submitted on time <input type="checkbox"/> Code Ready for Alpha Test <input type="checkbox"/> Filled in Alpha Test for another student	<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> Early submissions: </div>	3	4	6	8	9
Close Project	<input type="checkbox"/> Code saved to correct location (.java file is submitted) <input type="checkbox"/> No extra files are in the folder. All files needed are submitted. <input type="checkbox"/> Line count calculated correctly – no large sections of blank lines. <input type="checkbox"/> Self-evaluation Application Line #s filled in. <input type="checkbox"/> Self-evaluation 2 paragraph answers are complete. <input type="checkbox"/> Code is submitted on-time. <input type="checkbox"/> Self-evaluation is on-time.		1	2	3	5	7

Reflection Phase – ICS3U0 – Unit 3 Project

A. Please let me know the sequence of answers I need to win (if it exists):

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B. Is there anything I need to keep in mind while marking?
(minor errors to avoid, problems that occur ... *a blank is perfectly fine here.*)

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Please keep in mind that these levels and marks won't influence my marking of your project.
The intention is that you consider your own performance. And, yes, it is difficult to mark yourself.

C. Based on the rubric, what mark do you think you will earn? %

D. Rate your time management during the project. Level

E. Rate your use of class time during the project. Level

F. What are two things that you are proud of in your game?

1.

2.

G. What are two things you would change if you had to do the project again?

1.

2.

H. What did you learn about the PDLC in this project?

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I. What was the most valuable lesson to help you on this project? Why?

(Some possible answers: Ifs, Drawing Methods, PDLC, While Loops, For Loops, Void Methods, Scavenger Hunt, Magic 8 Ball, Flow Charts, Input, ASCII Art, Alpha Testing...)

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