

# Coding Phase – ICS3U0 – Unit 3 Project – Project Submission

Name:  Theme:

Date:

**Some coding metrics:**

Total Lines of code:  Total ASCII Pictures:  Total tasks:  Total Parameters:  Total Return Types:



**Communication: Storyline, Prompts, Gameplay**

Predicted Mark = \_\_\_\_\_%

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 – line: _____ <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 a few lines. <input type="checkbox"/> No spelling or grammar errors. <input type="checkbox"/> Can win, can lose. <input type="checkbox"/> Option to play again.		2	3	4	5	6



Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing	<input type="checkbox"/> A1. Problem Identification Submitted <input type="checkbox"/> A2. Brainstorming Submitted <input type="checkbox"/> A3. Game Idea Submitted <input type="checkbox"/> B1. Introduction Submitted <input type="checkbox"/> B2. Task 1 Design Submitted <input type="checkbox"/> B3. Task 2 Design Submitted <input type="checkbox"/> B4. Task 3 Design Submitted <input type="checkbox"/> First Playable Submitted <input type="checkbox"/> Alpha Test Submitted		3	4	6	7	9
Close Project	<input type="checkbox"/> Code saved to correct location <input type="checkbox"/> Folder is named: RPG_LastNameFirstName (no spaces) <input type="checkbox"/> Line count calculated correctly – no large sections of blank lines. <input type="checkbox"/> Submitted on-time <input type="checkbox"/> Self-evaluation is complete, including 3 mark estimates.		1	2	3	4	5



Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> If is used. <input type="checkbox"/> &&, !,    – line: _____ <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. <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 - 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"/> Prints low - 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: _____ - line: _____ <input type="checkbox"/> Own: _____ - line: _____ <input type="checkbox"/> Own: _____ - line: _____		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

# Reflection Phase – ICS3U0 – Unit 3 Project

Name:  Game:

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

.....  
.....  
.....  
.....  
.....  
.....  
.....

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.*)

.....  
.....  
.....  
.....  
.....

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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