

Coding Phase – ICS3U0 – Unit 3 Project – Alpha Testing

Coder: <input style="width: 90%;" type="text"/>	Tester: <input style="width: 90%;" type="text"/>
Theme: <input style="width: 90%;" type="text"/>	Date: <input style="width: 90%;" type="text"/>

Some coding metrics:

Total Lines of code: <input style="width: 60px;" type="text"/>	Total ASCII Pictures: <input style="width: 60px;" type="text"/>	Total tasks: <input style="width: 60px;" type="text"/>	Total Parameters: <input style="width: 60px;" type="text"/>	Total Return Types: <input style="width: 60px;" type="text"/>
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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 (Google classroom & Line counts)	<input type="checkbox"/> "Problem Identification" submitted on-time <input type="checkbox"/> "Analysis – Brainstorming" submitted on-time <input type="checkbox"/> "Analysis – Topic submitted" on-time <input type="checkbox"/> "Design – opening" submitted on-time <input type="checkbox"/> "Design – task 1" submitted on-time <input type="checkbox"/> "Design – task 2" submitted on-time <input type="checkbox"/> "Design – task 3" submitted on-time <input type="checkbox"/> "Code – introduction" submitted on-time <input type="checkbox"/> Line Count Check: Task 1 submitted on-time <input type="checkbox"/> Line Count Check: Task 2 submitted on-time <input type="checkbox"/> Line Count Check: Task 3 submitted on-time		3	4	6	8	10
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"/> Folder is named: LastNameFirstName (no spaces) <input type="checkbox"/> Line count calculated correctly – no large sections of blank lines. <input type="checkbox"/> Self-evaluation is complete, including 3 mark estimates. <input type="checkbox"/> Code is submitted on-time <input type="checkbox"/> Self-evaluation is on-time.		1	2	3	4	6



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"/> 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: _____ - 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 $\frac{3}{4}$ of the way down the program. <input type="checkbox"/> Comments continue to the end of the program.		2	3	5	7	9