

Grid Game Rubric 2024 – Beta Testing

Coder:		Game:	
Tester:		Date:	

A Testing Checklist:

<p>Comments</p> <ul style="list-style-type: none"> <input type="checkbox"/> Title comments are filled in <input type="checkbox"/> Other template comments filled in <input type="checkbox"/> Init: //TO DO: Bring back in when you are ready to work on other screens <input type="checkbox"/> Opening: //TO DO: Fill this comment in <input type="checkbox"/> Instructions: //TO DO: Fill this comment in <input type="checkbox"/> Settings: //TO DO: Fill this comment in <input type="checkbox"/> Game Screen Top: //TO DO: Fill this comment in <input type="checkbox"/> Game Screen Middle: //TO DO: Fill this comment in <input type="checkbox"/> Game Screen Bottom: //TO DO: Fill this comment in <input type="checkbox"/> ActionPerformed Top: //TO DO: Fill this comment in <input type="checkbox"/> ActionPerformed Middle: //TO DO: Fill this comment in <input type="checkbox"/> ActionPerformed Bottom: //TO DO: Fill this comment in <input type="checkbox"/> Comments added before all methods (win and reset) <input type="checkbox"/> Comments added before important ifs and loops <input type="checkbox"/> If object used, comments in the object <p>Formatting</p> <ul style="list-style-type: none"> <input type="checkbox"/> Own pictures on board <input type="checkbox"/> Background colour changed <input type="checkbox"/> Button colour changed <input type="checkbox"/> Title text colour changed <input type="checkbox"/> Consistent image types used throughout (including splash). <input type="checkbox"/> Consistent colours used throughout <p>Splash Screen</p> <ul style="list-style-type: none"> <input type="checkbox"/> Splash screen has theme of game named (eg Pokemon Fifteen Puzzle or MineFlower) <input type="checkbox"/> Splash screen has coder's name – or this appears in credits somewhere <input type="checkbox"/> Splash screen has game title (eg Fifteen Puzzle) <input type="checkbox"/> Splash screen has picture to fill space well <p>Instruction page</p> <ul style="list-style-type: none"> <input type="checkbox"/> Instruction page has instructions <input type="checkbox"/> Instruction page has a snapshot of game <input type="checkbox"/> Instruction page has multiple snapshots <input type="checkbox"/> Instruction page has detailed instructions 	<p>Game Functionality</p> <ul style="list-style-type: none"> <input type="checkbox"/> Code runs <input type="checkbox"/> Can move in all directions <input type="checkbox"/> Moves counter displayed on screen <input type="checkbox"/> 5 levels, progress thoughtfully <input type="checkbox"/> 10 levels, progress thoughtfully <input type="checkbox"/> Can win <input type="checkbox"/> Can reset <input type="checkbox"/> Methods used for organization <input type="checkbox"/> Methods used for reusability, testing and extensibility <input type="checkbox"/> Own return type, coded independently <input type="checkbox"/> Own parameter, coded independently <p>Extra Features</p> <ul style="list-style-type: none"> <input type="checkbox"/> JTextArea <input type="checkbox"/> OptionPanes <input type="checkbox"/> JPasswordField <input type="checkbox"/> Sound <input type="checkbox"/> JProgressBar <input type="checkbox"/> Complex OptionPanes (input or using cancel button) <input type="checkbox"/> Use of settings page <input type="checkbox"/> Allow entry of name, update on game screen <input type="checkbox"/> Updated messages or prompts on game screen <input type="checkbox"/> Multiple choices of game pieces <p>Very High Level of Complexity</p> <ul style="list-style-type: none"> <input type="checkbox"/> Own pieces/functionality added to game <input type="checkbox"/> Advise/predict positions <input type="checkbox"/> Save/Open <input type="checkbox"/> Object coded (all standard methods are included) <input type="checkbox"/> Own methods added to Object <input type="checkbox"/> Dictionary used <input type="checkbox"/> Stack used <input type="checkbox"/> 3D array used for redo or undo <input type="checkbox"/> High scores list <input type="checkbox"/> AI functionality <input type="checkbox"/> Android used
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