

Grid Game Rubric 2024 – Final Submission

Name:		Game:	
# Methods:		# Cards:	
		Lines of Code:	
			Mark:

User Interface (Knowledge, Communication)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Own pictures on board	<input type="checkbox"/> Background colour, button colours, text colours changed. <input type="checkbox"/> Instruction page <input type="checkbox"/> Splash screen	<input type="checkbox"/> Instruction screen has picture of game. <input type="checkbox"/> Splash screen is appealing, has game name and coder name.	<input type="checkbox"/> Consistent image choice <input type="checkbox"/> Colour scheme used. <input type="checkbox"/> Screens have unity: same colours/ theme/ image type used on each.	<input type="checkbox"/> Visually appealing <input type="checkbox"/> Complex & detailed instructions <input type="checkbox"/> Multiple pictures on instructions page.
<input type="checkbox"/> Title comments filled in	<input type="checkbox"/> Other comments in template filled in	<input type="checkbox"/> Comments added to global variables <input type="checkbox"/> No reference to donuts, d or box ANYWHERE	<input type="checkbox"/> Comments added at start of every method <input type="checkbox"/> Comments in Baby Object + Stack	<input type="checkbox"/> Outstanding Comments throughout <input type="checkbox"/> Comments before major ifs

Functionality (Application, Thinking)

	Level 1 & 2	Level 3	Level 4	Level 4+	Level 4++
Fifteen Puzzle	<input type="checkbox"/> Can swap in all four directions	<input type="checkbox"/> Can win <input type="checkbox"/> At least 5 levels <input type="checkbox"/> Can reset in all levels	<input type="checkbox"/> 10 levels, can reset in each <input type="checkbox"/> Only swaps with blank <input type="checkbox"/> Moves Counter	<input type="checkbox"/> Parameters and Return used well. <input type="checkbox"/> ORATE applied independently.	<input type="checkbox"/> Complex grade 12 content added independently
Peg Game	<input type="checkbox"/> Can swap in all four directions	<input type="checkbox"/> Diagonal swaps	<input type="checkbox"/> Can win <input type="checkbox"/> Can play again <input type="checkbox"/> Moves counter <input type="checkbox"/> At least 5 levels <input type="checkbox"/> Can reset in all levels	<input type="checkbox"/> Parameters and Return used well.	<input type="checkbox"/> Complex grade 12 content added independently
Mine-sweeper	<input type="checkbox"/> Add mines works	<input type="checkbox"/> Neighbors works	<input type="checkbox"/> Open works <input type="checkbox"/> Flags work	<input type="checkbox"/> Win Works <input type="checkbox"/> Lose Works <input type="checkbox"/> Reset Works <input type="checkbox"/> Score <input type="checkbox"/> Can unflag square	<input type="checkbox"/> Complex grade 12 content added independently
Othello	<input type="checkbox"/> Can swap right and left	<input type="checkbox"/> Can swap up and down	<input type="checkbox"/> Reset <input type="checkbox"/> Scoring <input type="checkbox"/> Turns flip back and forth	<input type="checkbox"/> Can swap on all 4 diagonals <input type="checkbox"/> No errors on all 8 directions	<input type="checkbox"/> Complex grade 12 content added independently
Hnefatafl	<input type="checkbox"/> Turns switch	<input type="checkbox"/> Can move attacker & defender	<input type="checkbox"/> Reset <input type="checkbox"/> Defender can win <input type="checkbox"/> Attacker can win	<input type="checkbox"/> Parameters and Return used well.	<input type="checkbox"/> Complex grade 12 content added independently
4Pics1Word	<input type="checkbox"/> Word Object complete	<input type="checkbox"/> Can use letter array	<input type="checkbox"/> Checks answer <input type="checkbox"/> New word appears <input type="checkbox"/> At least 10 puzzles <input type="checkbox"/> Reset	<input type="checkbox"/> Full Word Object <input type="checkbox"/> Backspace on letters <input type="checkbox"/> Score <input type="checkbox"/> Parameters and Return used well.	<input type="checkbox"/> Complex grade 12 content added independently
Wordle	<input type="checkbox"/> Word Object complete	<input type="checkbox"/> Can use TextField array	<input type="checkbox"/> Row is marked <input type="checkbox"/> Can win <input type="checkbox"/> Reset <input type="checkbox"/> At least 20 puzzles	<input type="checkbox"/> Full Word Object <input type="checkbox"/> Score <input type="checkbox"/> Dictionary check	<input type="checkbox"/> Complex grade 12 content added independently
Boggle	<input type="checkbox"/> Random grid appears	<input type="checkbox"/> Can select word	<input type="checkbox"/> Word is scored <input type="checkbox"/> Reset <input type="checkbox"/> Can win	<input type="checkbox"/> Multiple words on one turn. <input type="checkbox"/> Dictionary check	<input type="checkbox"/> Complex grade 12 content added independently

Planning (Thinking)

Checkmarks	Level 1	Level 2	Level 3	Level 4	Level 4+	
<input type="checkbox"/> Nov 6: UML <input type="checkbox"/> Nov 6: Screen Design <input type="checkbox"/> Nov 9: Opening Screen <input type="checkbox"/> Nov 9: Game Screen <input type="checkbox"/> Nov 10: 15 cards	<input type="checkbox"/> Nov 13: Baby Object <input type="checkbox"/> Nov 14: Stack <input type="checkbox"/> Nov 15: Deals a card <input type="checkbox"/> Nov 17: Score <input type="checkbox"/> _____ early submissions	Under 5	5	6	8	9

Grade 12 Content

15 Puzzle=15, 4Pics1Word=4P, Boggle=B, Hnefatafl=H, Minesweeper=M, Othello=O, Peg Game=PG, Wordle=W

Level 1+2	Level 3	Level 4	Level 4+	Level 4++
<input type="checkbox"/> Implemented	<input type="checkbox"/> Useful, but simple implementations.	<input type="checkbox"/> Critical part of game, complex implementation. <input type="checkbox"/> Part of the given instructions.	<input type="checkbox"/> Complex implementation, not part of given instructions. <input type="checkbox"/> Coded independently (not with other students and not with Ms. Gorski's help).	<input type="checkbox"/> Extremely complex. Efficient, elegant solution. Coded independently (not with other students and not with Ms. Gorski's help).

Aim for about 2-3 items. * Indicates Higher Complexity.

		Examples	Your Use	Automatic (if working)
1	Widgets	New Widgets used Sound added		
2	Array Manipulation Neighbour	Extra Grid added (two grids) Clever new game function added independently. 3D Array for Undo. High Scores List		<input type="checkbox"/> 15 – Moves 4 directions <input type="checkbox"/> B – Selects word <input type="checkbox"/> H – Kill opponent <input type="checkbox"/> M – Open, Neighbours <input type="checkbox"/> O&PG – Move 8 directions
3	Sort Swap	Bubblesort, Quicksort used (maybe in High Scores List? Or a Past Players List?)		<input type="checkbox"/> 15 – Swap <input type="checkbox"/> H – Swap to place <input type="checkbox"/> PG - Swap
4	Methods ORATE *	Own method, has parameter Own method, has return type Reusability to set up widgets		
5	Files Search	Save/Open To read in levels		<input type="checkbox"/> B – Dictionary (open only) <input type="checkbox"/> W – Dictionary (open only)
6	Recursion	Binary Search Number generation using recursive methods		<input type="checkbox"/> M – Open <input type="checkbox"/> B&W – If switch dictionary search to recursive
7	String	Length, charAt, indexOf, toUpperCase, trim		<input type="checkbox"/> 4 – TextField <input type="checkbox"/> B – Building Word <input type="checkbox"/> W – Answer Check
8	Objects *	Creation of an Object Dice or Word or Answer or Hint		<input type="checkbox"/> 4 – word <input type="checkbox"/> W - word
9	ADTs **	Using Stack or Queue		
10	Android ***	Intents used Android widgets used		

Card Game Rubric 2023 – Reflection

Name:		Game:	
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A. 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.

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

C. Rate your time management during the project. Level

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

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

1.
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2.
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F. What are two things you would change if you had to do the project again?

1.
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2.
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G. What did you learn about the Objects in this project?

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