

## **Assessment Criteria for Hand-in Exercises**

### ***Grade 7:***

All hand-in exercises can be demonstrated, with all features of the exercises complete. No bugs are apparent during the demonstration. Your source code is readable, intelligently commented and conforms to good programming style conventions.

### ***Grade 6:***

All hand-in exercises can be demonstrated, with all features of the exercises complete. Some minor bugs are apparent during the demonstration. Your source code is readable, commented and conforms to good programming style conventions.

### ***Grade 5:***

All hand-in exercises can be demonstrated, with nearly all features of the exercises complete. Some major bugs are apparent during the demonstration. Your source code is mostly readable, commented and mostly conforms to good programming style conventions.

### ***Grade 4:***

Nearly all hand-in exercises can be demonstrated, with most features of the exercises complete. Some major bugs are apparent during the demonstration. Your source code lacks readability in places, lacks useful comments in places and/or does not conform to good programming style conventions.

### ***Grade 3:***

Most hand-in exercises can be demonstrated, with most features of the exercises complete. Several major bugs are apparent during the demonstration. Your source code lacks readability throughout, lacks useful comments throughout and/or does not conform to good programming style conventions.

### ***Grade 2:***

Some hand-in exercises can be demonstrated, with some of the features of the exercises complete. Several major bugs are apparent during the demonstration. Your source code lacks readability throughout, lacks useful comments throughout and/or does not conform to good programming style conventions.

### ***Grade 1:***

No hand-in exercises can be demonstrated, with none of the features of the exercises complete. Your source code is not readable or commented and/or does not conform to good programming style conventions.

## **Assessment Criteria for Game Proposal**

### ***Grade 7:***

Your written and oral presentations both clearly illustrate how the game will be played, with details of all aspects of the user experience. The design that you have presented is logically consistent, and looks like fun to play. Both presentations clearly show how the game will be implemented. Your implementation description shows

that you understand the Direct-X technology and how best to use it. Your implementation design is elegant and feasible.

***Grade 6:***

Your written and oral presentations both illustrate how the game will be played, with details of most aspects of the user experience. The design that you have presented is logically consistent, and looks like fun to play. Both presentations show how the game will be implemented. Your implementation description shows that you understand the Direct-X technology and how best to use it. Your implementation design is feasible.

***Grade 5:***

Your written and oral presentations both illustrate how most of the game will be played, with details of most aspects of the user experience. The design that you have presented is mostly consistent, and looks reasonably fun to play. Both presentations show how most of the game will be implemented. Your implementation description shows that you mostly understand the Direct-X technology and how to use it. Your implementation design is mostly feasible.

***Grade 4:***

Your written and oral presentations illustrate how most of the game will be played, with details of some aspects of the user experience. The design that you have presented has some consistency, and looks somewhat enjoyable. Your presentations show how most of the game will be implemented. Your implementation description shows that you have some understanding of the Direct-X technology and how to use it. Your implementation design is mostly feasible.

***Grade 3:***

Your written and oral presentations illustrate how most of the game will be played, but lacks details of the user experience. The design that you have presented lacks consistency, and looks a little dull. Your presentations show how most of the game will be implemented. Your implementation description shows that you have little understanding of the Direct-X technology and how to use it. Your implementation design lacks feasibility.

***Grade 2:***

Your written and oral presentations illustrate how the game will be played to some extent, but have no details of the user experience. The design that you have presented lacks consistency, and looks dull. Your presentations show how the game will be implemented to some extent. Your implementation description shows that you have no understanding of the Direct-X technology and how to use it. Your implementation design is not feasible.

***Grade 1:***

You have failed to deliver either of your written or oral presentations, your presentations fail to illustrate how the game will be played or your presentations do not describe the implementation of your game.