

## IT452 GradingSheet : Lab 5 (Events and Animation)

Your Last Name:

Your Alpha:

Instructions: Fill in your name & alpha, then fill in your predicted score for each part in the “Pred.” column, and fill in the predicted total. The instructor will fill in the “Actual” column. If you understand the requirements and your lab, you should be able to predict your score accurately. Thus, the last point is based on your predicted score being close to the actual score.

		Score		
		Max	Pred.	Actual
<b>Preparation</b>	n.a	n.a	n.a.	n.a.
<b>Coversheets</b>	2 pts – coversheet and grading sheets filled in	2		
<b>Validation</b>	2 pts – no errors, printout included 1 pts – few errors, or missing printout	2		
<b>Documentation</b>	2 pts – good comments overall, including summary before each function 1 pts – inadequate #, or missing function summaries 0 pts – inadequate number of comments overall	2		
<b>Hardcopy</b>	Includes all required printouts in the correct order: a.) coversheets b.) validator output c.) index.html d.) JS files (if any). Minus 0.5 for each missing item.	2		
<b>Quality</b>	Working Lab05 beta milestone on-time. (1 pt if by end of 2 <sup>nd</sup> lab period)	3		
	(a) User interaction in some form	2		
	(b) A story behind your game. 1 pt if way boring.	2		
	(c) A goal for the game. 1pt if exists but can't achieve.	2		
	(d) Some way to lose	2		
	(e) At least 3 moving objects (1 pt for one mover)	3		
	(f) At least two different kinds of interaction events	2		
	Default.htm has <u>link</u> to this lab and <u>good, specific instructions</u> . What exactly to click, enter, etc. to see that you met the requirements?	1		
<b>Possible Deductions</b>	-10: Moves/function basically the same as sample game -5: Some functionality different, but sig. amount is same (ok to reuse ideas from sample, but should be different)	n/a		
	TOTAL	25		
	1 pt – predicted score within 2 pts of actual	1	<i>1</i>	
	Creativity/difficulty (evaluated by instructor). Is the game interesting? Fun to play? Challenging to code?	6	<i>n.a.</i>	
	FINAL TOTAL	32	<i>n.a.</i>	
	Extra credit: awarded to the best games per instructor or class opinion			

Note: scores for first 4 sections are dependent upon reasonable completion of overall requirements.