

CGRA151 — Project — Marking Rubric

Criteria	Contribution to final mark	Levels of Achievement					Notes	
		Level 0 0%	Level 1 20%	Level 2 40%	Level 3 60%	Level 4 80%		Level 5 100%
Report	10	No submission or student fails to turn up for marking in person	Little evidence of an ability to reflect constructively on the experience of undertaking this assignment.	Some evidence of an ability to reflect constructively on the experience of undertaking this assignment.	Adequate evidence of an ability to reflect constructively on the experience of undertaking this assignment.	Good evidence of an ability to reflect constructively on the experience of undertaking this assignment.	Excellent evidence of an ability to reflect constructively on the experience of undertaking this assignment.	You must submit a one page report reflecting on your experience. This will be used to help with getting any second opinions on your work after you have had it marked in person by a tutor.
Vision	15	No submission or student fails to turn up for marking in person	Little evidence of a vision that would be challenging to program.	Some evidence of a vision that would be challenging to program.	Adequate evidence of a vision that would be challenging to program.	Good evidence of a vision that would be challenging to program.	Excellent evidence of a vision that would be challenging to program.	How challenging was what you tried to do?
Achievement	15	No submission or student fails to turn up for marking in person	Little evidence of a program that would be challenging to write.	Some evidence of a program that would be challenging to write.	Adequate evidence of a program that would be challenging to write.	Good evidence of a program that would be challenging to write.	Excellent evidence of a program that would be challenging to write.	How challenging was what you achieved? If you achieve what you planned, you will get the same mark for vision and achievement.
Technical	20	No submission or student fails to turn up for marking in person	Little evidence of an ability to tackle technical challenges and produces good quality code.	Some evidence of an ability to tackle technical challenges and produces good quality code.	Adequate evidence of an ability to tackle technical challenges and produces good quality code.	Good evidence of an ability to tackle technical challenges and produces good quality code.	Excellent evidence of an ability to tackle technical challenges and produces good quality code.	How well did you tackle the technical challenges that you faced? How good is the programming?
Design	20	No submission or student fails to turn up for marking in person	Little evidence of an ability to design compelling visuals and gameplay.	Some evidence of an ability to design compelling visuals and gameplay.	Adequate evidence of an ability to design compelling visuals and gameplay.	Good evidence of an ability to design compelling visuals and gameplay.	Excellent evidence of an ability to design compelling visuals and gameplay.	How good are the visual results and the game play?
Requirements	20	No submission or student fails to turn up for marking in person or code is not written in Processing or code fails to run on the ECS machines	Lose three marks out of twenty for each requirement that is not met.				Meets all requirements in the assignment specification	Requirements are: in 2D, with user interaction, with graphical objects interacting with one another, with at least two "levels" (or other way to reset the game to a different configuration)