

Project Rubric

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Project 2 Rubric

Below are the rubrics used to grade each phase of Project 2. It is advised to use these rubrics as a way to check your work, along with the solution for the corresponding phase.

Phase 1

Criteria	Points
Incorrect filename (lname_fname.zip, not lname_fname.zip.zip for instance)	-0.5pt
Incorrect file (archive zipped, not just the .cs file)	-0.5pt (if the student did not share their .cs code at all, then your grading ends here)
Name and date in a delimited comment not at the very beginning of their code	-0.5pt (If they forgot the date, their name, if the comment is in-line, that is <code>//</code> and not <code>/* ... */</code> , or if it is not the very first thing in the file, they get -0.5pt)

Criteria	Points
If the program does not compile	Stop here. No points.
Correctly declared the attributes	+1pt (-0.5pt per incorrect name and datatype)
Correctly implemented the getters	+1pt
Correctly implemented the setters	+1pt
Correctly implemented LevelUp	+1pt (-0.5pt per error in method)
Correctly implemented TakeDamage	+1pt
Correctly implemented a ToString	+1pt (Grade generously on this section)
Correctly implemented the empty and populated Constructors	+1pt (0.5pt per method)
Total (with Bonus)	7

Additional Info

- For every attribute with an improper name or datatype, take 0.5pt off the 1pt (that is, 2 mistakes result in a 0)
- If the getter or setters are correct w.r.t. the name / datatype of the attribute as implemented by the student, please do not take points off.

Phase 2

Criteria	Points
Incorrect filename (lname_fname.zip, not lname_fname.zip.zip for instance)	-0.5pt

Criteria	Points
Incorrect file (archive zipped, not just the .cs file)	-0.5pt (if the student did not share their .cs code at all, then your grading ends here)
Name and date in a delimited comment not at the very beginning of their code	-0.5pt (If they forgot the date, their name, if the comment is in-line, that is <code>//</code> and not <code>/* ... */</code> , or if it is not the very first thing in the file, they get -0.5pt)
If the program does not compile	Stop here. No points.
Constructors implemented w/ default values	+1pt (0.5pt if everything is correct except default values, otherwise -0.5pt per mistake)
Correctly implemented <code>AddExp/Heal</code>	+1pt
Correctly retrieved name value	+0.5pt
Correctly retrieved attack value	+0.5pt
Correctly retrieved defense value	+0.5pt
Inputs are correctly validated upon entry	+1.5pts (-0.5pt per mistake)
Created <code>Fighter</code> object with values	+1pt
Correctly implemented constructor w/ random attack/defense	+1pt (0pts if random is not used; no deductions if only name, attack, and defense are assigned)
Total (with Bonus)	7

Phase 3

Criteria	Points
Incorrect filename (lname_fname.zip, not lname_fname.zip.zip for instance)	-0.5pt

Criteria	Points
Incorrect file (archive zipped, not just the .cs file)	-0.5pt (if the student did not share their .cs code at all, then your grading ends here)
Name and date in a delimited comment not at the very beginning of their code	-0.5pt (If they forgot the date, their name, if the comment is in-line, that is <code>//</code> and not <code>/* ... */</code> , or if it is not the very first thing in the file, they get -0.5pt)
If the program has major compile errors	Stop here. No points.
If the program has minor compile errors	Fix errors and continue (or ask Instructor to review)
Random constructor implemented	+1pt
Creates random opponent	+0.5pt (No points if random constructor isn't used)
Retrieves validated attack from user	+0.5pt (No points if any mistakes)
Randomly generates opponent attack	+0.5pt (No points if any mistakes)
Correctly defines attack structure	+2pts (+0.5pt per correct condition)
Heals/Adds Exp when opponent is defeated	+1pt (+0.5pt per)
Exits loop and displays rounds beaten when player is defeated	+0.5pt
Modified ToString	+1pt
Added heavy attack move w/ proper attack structure additions	+2pts
Total (with Bonus)	9 (Max Points is 8, even if all bonus points are completed)