

Assignment 3 Adventure 2 Code Review Rubric

This rubric is a set of guidelines on what we are looking for in each area. The check boxes should not be thought of as points of equal weight but topics to think of when working on your assignment.

Scaling Factor

All assignments will have the following scaling factors. These will be applied to the final grade for the assignment rather than on each section.

- Lose 25% for each day late
- Final score excluding Presentation and Participation will be scaled by proportion of work complete (70% part 1 and 2 base, 30% extension). This is based not on specific features but work done. That is this should take into account the starting point from the last assignment.
- Lose Percentage of material taken from sources if over 25% not counting recommended libraries or network code.

1 Improvement (20%)

- Improved Adventure One code using feedback given in code review
- Effectively used Adventure One code to build Adventure Two

2 Layout (10%)

- following Google Java style guide or other consistent clean style
- braces, indentation
- one statement/line, 100 char limit/line, line wrapping
- code is in paragraphs, related lines grouped, vertical white space
- horizontal whitespace, grouping parentheses

3 Overall Design (20%)

- Solution approach is well thought out
- Code is logically organized
- Avoids unnecessary repetition (“Don’t repeat yourself”)

4 Automatic Testing (20%)

- Important classes of inputs are tested (valid, invalid/errors, boundary)*
- Tests well documented through naming (or comments if necessary)
- Tests are well-organized (logical grouping/order, generally one assertion per test)

5 Process (10%)

- Code was checked-in periodically/progressively in logical chunks*
- Meaningful commit messages

6 Presentation (10%)

- Arrived on time with all necessary materials and ready to go
- Good selection of topics to focus on and logical order of presentation
- Appropriate pacing and engagement of the fellow students
- Speaking loud enough and enunciating clearly

7 Participation (10%)

- Engaged and paying attention to other students presentations
- Asks questions and/or makes comments that further the discussion*
- Explains reasoning for why something is good or bad
- Behaves respectfully to moderator and other students