Assignment 5 Sushi Go! Week 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 then on each section.

- Lose 25% for each day late
- Final score will be scaled by proportion of work complete specifically must have an AI that clearly out performs random to get full points.
- Lose Percentage of material taken from sources if over 25% not counting recommended libraries

1 Improvement (20%)
☐ Improved to Game Engine based on feedback
☐ Effectively used Week 1 code to build and test AI

2 Overall Design (15%)
☐ Solution approach is well thought out
☐ Code is logically organized
☐ Avoids unnecessary repetition ("Don't repeat yourself")

3 Object Decomposition (20%)
☐ the purpose of each class/object is clear and well thought out
☐ classes have good cohesion (related things together) and loose coupling (unrelated things separated)
☐ classes are at the appropriate granularity (not too big and not too small)
☐ functions are appropriately static (if they don't operate on an object) or non-static (if they do)

4 Naming and Layout (10%)
☐ Names succinctly and accurately describe the named entity
☐ braces, indentation, line length/wrapping
☐ horizontal and vertical whitespace group related, separate unrelated things
☐ Naming and layout meet (Google Java) coding style guidelines

5 Automatic Testing (10%)
☐ 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)

6 Process (10%)
☐ Code was checked-in periodically/progressively in logical chunks
☐ Meaningful commit messages

7 Presentation and Participation (10%)
☐ Good selection of topics to focus on and logical order of presentation
☐ 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

8 C++ Preperation (5%)
☐ Build HelloWorld in code review