

1 Assignment 6 Wood: The Gathering 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.

2 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
- Lose Percentage of material taken from sources if over 25% not counting recommended libraries

The following are penalties related to not meeting the requirements listed in the assignment document.

- Lose 25% if your player strategy crashes during the competition
- Lose 20% if your player strategy does not work for different board sizes
- Lose 20% if your player strategy does not work for different seeds
- Lose 10% if your player strategy does not consider the case where its trees are cut down by the other player
- Lose 15% if your player strategy does not consider the case where players collide
- Lose 80% if your player strategy does not win against random **by points** 99% of the time

3 Layout (10%)

- Correct braces and indentation
- One statement per line, 100 char line limit, correct line wrapping
- Code is in paragraphs, related lines are grouped, correct vertical white space
- Correct horizontal white space, grouping parentheses

4 Naming (10%)

- Names succinctly and accurately describe the named entity*
- No potential to misinterpret names
- Names meet (Google Java) coding style guidelines

5 AI Development (10%)

- Sufficient development of AI strategy
- Iterations of player strategies are clear
- Tunable parameters are clearly named and established as constants
- Code is extensible and allows for continued iterations

6 Overall Design (20%)

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

7 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)

8 Process (20%)

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

9 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

10 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