

## Assignment 3 Adventure 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 will be scaled by proportion of work complete
- Lose Percentage of material taken from sources if over 25% not counting recommended libraries

### Layout - following Google Java style guide (15%)

- 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

### Naming (15%)

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

### Overall Design (25%)

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

### 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)

### Process (15%)

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

### Presentation (5%)

- 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

### Participation (5%)

- 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