

Assignment 5 Mineopoly 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
- Lose points if over 25% of code is taken from other sources not counting recommended libraries
- Final score will be scaled proportionally to the ability to win against the random strategy **by points** 99% of the time
 - Final score scaled proportionally to percentage won across each board size
 - Example: say you meet the requirement for the 14x14, 20x20, and 26x26 sized boards, but only win 40% of the time on the 32x32 board.
Then your final score will be scaled by $3 \cdot 25\% \cdot \frac{99}{99} + 25\% \cdot \frac{40}{99} \approx 0.851$.

Layout (10%)

- 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 (35%)

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

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 (10%)

- 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