

COMP 329 2016 Assignment 02

Assessment of Code

Elegance (10% of total)

Grade	Grade Indicator
F (0-3)	Code is all written as one large function.
D (4)	Code is written as one class, with some documentation.
C (5)	Code contained in a few classes, includes ideas discussed in lectures, some documentation.
B (6)	Code contained in an appropriate number of classes and includes an example of a recognisable architecture or algorithm, some documentation.
A/A+ (7-10)	Code contained in an appropriate number of classes and includes an example of a recognisable architecture or algorithm with good documentation. For an A+ grade, one element must be outstanding
Grade/Mark Awarded	Assessor's Comment

Correctness (20% of total)

Grade	Grade Indicator
F (0-7)	No functionality in victim location (scout) or mental model of the environment (doctor).
D (8-9)	Rudimentary functionality in victim location (scout) and mental model of the environment (doctor).
C (10-11)	Basic functionality in victim location (scout) and mental model of the environment (doctor).
B (12-13)	Basic functionality in victim location (scout) and mental model of the environment (doctor), and one element at a good standard. Victims ranked.
A/A+ (14-20)	Both victim location (scout) and mental model of the environment (doctor) are at a good level. Victims ranked. An A+ requires at least one outstanding element
Grade/Mark Awarded	Assessor's Comment

Log (20% of total)

Grade	Grade Indicator
F (0-7)	No log entries.
D (8-9)	Basic log – a few entries, no real detail.
C (10-11)	A couple of entries with a basic description.
B (12-13)	At least one entry a week containing at least full meeting minutes.
A/A+ (14-20)	More than one entry a week, plus more detailed descriptions of attempted solutions. An A+ requires descriptions of failures, what can be learnt from them, and how this informed additional work
Grade/Mark Awarded	Assessor's Comment