

Coding Phase – ICS3U0 – Unit 6 Final Game – Self Evaluation

Coder:

Game: Theme:

Some coding metrics:

Total Lines of code: <input style="width: 60px; height: 20px;" type="text"/>	Total Pictures: <input style="width: 60px; height: 20px;" type="text"/>	Total levels: <input style="width: 60px; height: 20px;" type="text"/>	Total screens: <input style="width: 60px; height: 20px;" type="text"/>
# of Methods <input style="width: 60px; height: 20px;" type="text"/>	# of parameters <input style="width: 60px; height: 20px;" type="text"/>	# of return types <input style="width: 60px; height: 20px;" type="text"/>	# of Arrays <input style="width: 60px; height: 20px;" type="text"/>



Thinking: Software Development Life Cycle

Predicted Mark: %

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing B4: SDLC	<input type="checkbox"/> Analysis Form Submitted. Mark is at least 9/11 <input type="checkbox"/> Brainstorming Form Submitted <input type="checkbox"/> Choice Form Submitted <input type="checkbox"/> Design of Game Screen Submitted on paper <input type="checkbox"/> Design of Game Screen is well designed, neat, has a title. <input type="checkbox"/> Pictures Log submitted. Neat, very complete, has a title. <input type="checkbox"/> Global variables log submitted. Neat, very complete, has a title. <input type="checkbox"/> Self-evaluation is submitted by deadline (this sheet!) <input type="checkbox"/> Self-evaluation is fully filled in, including 3 predicted marks. <input type="checkbox"/> Code submitted by deadline		2	4	6	8	10
Testing D2 : Explore CS	<input type="checkbox"/> Code ready for Alpha Test <input type="checkbox"/> Your Code was Alpha Tested <input type="checkbox"/> You fully Alpha Tested someone else's, with comments <input type="checkbox"/> Code ready for Beta Test <input type="checkbox"/> Your Code was Beta Tested <input type="checkbox"/> You fully Beta Tested someone else's, with comments		2	3	4	5	6
Close Project B4: SDLC	<input type="checkbox"/> Folder has correct name: LastFirstGameName <input type="checkbox"/> Folder saved to correct location <input type="checkbox"/> Folder has all code submitted <input type="checkbox"/> Folder has all pictures needed <input type="checkbox"/> Folder has no extra files – neither extra code, nor extra pictures. <input type="checkbox"/> Line count calculated correctly		1	2	4	5	6



Communication: Code Style / Screen Design

Predicted Mark: %

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+			
Splash, Instructions, Win Screen B2 Design SW solution C2: SW Development	<table style="width: 100%; border: none;"> <tr> <td style="width: 33%; vertical-align: top;"> <i>Splash:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident </td> <td style="width: 33%; vertical-align: top;"> <i>Instructions:</i> <input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident </td> <td style="width: 33%; vertical-align: top;"> <i>Win Screen:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident </td> </tr> </table>	<i>Splash:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident	<i>Instructions:</i> <input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident	<i>Win Screen:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident		6	9	14	17	20
<i>Splash:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident	<i>Instructions:</i> <input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident	<i>Win Screen:</i> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Theme evident								
Theme, Game B2: Design SW solution	<input type="checkbox"/> Background colour <input type="checkbox"/> One cohesive colour scheme continues through to Game Screen. <input type="checkbox"/> Pictures are all the same style. <input type="checkbox"/> Screen is resized well, all of the game AND status bar fits school computers. <input type="checkbox"/> Custom colour is used: Line: <input type="checkbox"/> No large empty spaces <input type="checkbox"/> Turns show up <input type="checkbox"/> Score shows up <input type="checkbox"/> Extremely visually appealing		2	4	6	7	8			

Comments	<input type="checkbox"/> 3 Title comments filled in: Name, Date and Purpose at the top		3	4	5	8	10
A4. Code Maintenance	<input type="checkbox"/> No large screens of blank lines to pad line count. Not double spaced.						
	<input type="checkbox"/> ActionPerformed is broken down into many methods						
	<input type="checkbox"/> No method is over 30 lines						
	<input type="checkbox"/> Comments before each array						
	<input type="checkbox"/> Comments before each screen edited to reflect your program						
	<input type="checkbox"/> Comments before each if in actionPerformed						
	<input type="checkbox"/> Comments before reset, win, level up methods						
	<input type="checkbox"/> Comments before other methods						
	<input type="checkbox"/> Comments are throughout the program, right to end						
	<input type="checkbox"/> Code is indented correctly.						



Application: Program Constructs

Predicted Mark: %

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> Array/Grid has pictures in it		6	8	10	14	16
A1. Data Types	<input type="checkbox"/> Level 1 is complex and well designed						
A2. Control Structures	<input type="checkbox"/> Can move.						
B3. Design Algorithms	<input type="checkbox"/> Turns/Choices Indicated on the screen						
	<input type="checkbox"/> Score/Level information is indicated on the screen						
	<input type="checkbox"/> Restrictions to movement Line:						
	<input type="checkbox"/> If statements to handle edge guards Line:						
	<input type="checkbox"/> Disables buttons as needed Line:						
	<input type="checkbox"/> Can play again.						
	<input type="checkbox"/> Has a reset button that works						
	<input type="checkbox"/> Player can win: show status or another screen or pop up						
	<input type="checkbox"/> Levels. How many additional? Line:						
	<input type="checkbox"/> One screen updated to hold additional levels						
	<input type="checkbox"/> Photoshop Pics: For what?						
	<input type="checkbox"/> Switch: Line:						
	<input type="checkbox"/> ? Operator: Line:						
	<input type="checkbox"/> Do/While Loop: Line:						
	<input type="checkbox"/> Files: For what? Line:						
	<input type="checkbox"/> 3D array. For what? Line:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Outstanding use of array functions						
Modularity: Widgets, Methods	<input type="checkbox"/> JButtons		4	6	7	9	11
	<input type="checkbox"/> JLabels						
	<input type="checkbox"/> Widgets Formatted: Line:						
	<input type="checkbox"/> For Loops: Line:						
A3. Sub Programs	<input type="checkbox"/> Return Types Line:, Method:						
B1. Problem Solving Strategies	<input type="checkbox"/> Parameters Line: Method:						
	<input type="checkbox"/> Panels used to arrange screens. Line:						
	<input type="checkbox"/> Nested Panels used to arrange screens. Line:						
	<input type="checkbox"/> Menu: Line:						
	<input type="checkbox"/> Progress Bar: Line:						
	<input type="checkbox"/> Pull Down/Combo Box: Line:						
	<input type="checkbox"/> Radio Buttons: Line:						
	<input type="checkbox"/> Checkbox: Line:						
	<input type="checkbox"/> TextArea: Line:						
	<input type="checkbox"/> Password Field: Line:						
	<input type="checkbox"/> Sound: Line:						
	<input type="checkbox"/> Date/Time: Line:						
	<input type="checkbox"/> Mouse Overs: Line:						
	<input type="checkbox"/> Start/End Time: Line:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Own: new code:						
	<input type="checkbox"/> Own: new code:						

Reflection Phase – ICS3U0 – Unit 6 Final Project

Name: Game:

Please keep in mind that these levels and marks won't influence my marking of your project. The intention is that you consider your own performance. And, yes, it is difficult to mark yourself.

A. Based on the rubric, what mark do you think you will earn? %

B. Rate your time management during the project. Level

C. Rate your use of class time during the project. Level

D. Is there anything I need to keep in mind while marking?
(minor errors to avoid, problems that occur ... *a blank is perfectly fine here.*)

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E. What is your most impressive extra feature? Explain.

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F. What are two additional things that you are proud of in your game?

1.

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2.

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G. What are two things you would change if you had to do the project again?

1.

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2.

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H. What did you learn about computer programmers during this project?

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