

Grading Rubrics

Python 3 Programming Assignment (30 pts)

This assignment is to write a game application using the Python 3 programming language.

Program (30 pts)	(Excellent)	(Good)	(Fair)	(Poor)
Program execution	Program executes correctly with no syntax or runtime errors (5-6)		Program executes with a minor (easily fixed error) (2-3)	Program does not execute (0-1)
Correct output	Program displays correct output with no errors (4-5)	Output has minor errors (3)	Output has multiple errors (2)	Output is incorrect (0-1)
Design of output	Program displays more than expected (3-4)	Program displays minimally expected output (2)	Program does not display the required output (1)	Output is poorly designed (0)
Design of logic	Program is logically well designed (5-6)	Program has slight logic errors that do no significantly affect the results (4)	Program has significant logic errors (2-3)	Program is incorrect (0-1)
Standards	Program is stylistically well designed (4)	Few inappropriate design choices (i.e. poor variable names, improper indentation) (3)	Several inappropriate design choices (i.e. poor variable names, improper indentation) (2)	Program is poorly written (0-1)
Documentation	Program is well documented (5)	Missing one required comment (4)	Missing two or more required comments (2-3)	Most or all documentation missing (0-1)