CIS29 Group Project Evaluation

Group # _____   Lead(s) _____

Members _____

Category	Maximum Points
Group Meetings	20
Game Evaluation	30

Game Evaluation
Criteria
Code compilation
Game execution
Crashes (major/minor)
Level of sophistication
Interest Level

The code	40

The code
Criteria
Requirements
Library to be linked in
Polymorphism
Namespace
Exception handling
STL containers (2+)
C++11 features (6+)
Style guidelines (10+)
Neatness
Consistency of style
Organization
Warnings
Multiple platforms (compilation & execution)
Back-door

Presentation and Documentation	30

Presentation and Documentation
Criteria
Organization
Participation
Effectiveness

Extra Credit

Group Lead	10
Early completions	1-3
The "best" game	5