

## **CSI 201 Final Project**

### **Final Write-up and Code Submission**

You should submit a one-page write-up with your handin. This write up should be a pdf and should include (after the first page) your entire code in a fixed-width font (like Courier New). Your code is evaluated by a separate rubric which is also attached. In your write-up you should completely summarize your work. You should discuss your final progress in the work and where the main difficulties were tackled. The largest new portion to your final project (as compared to your proposal or check-in) is the addition of a future work section. What pieces were left unfinished in your work? How might you improve upon the work that you've developed? In what ways have you gone beyond your proposal and/or your check-in? Where did you fall short? A larger focus on writing concisely and clearly is part of this final write-up.

As always, the rubric is available on the following page. I suggest separating your writing into the sections clarified in the rubric. This way you know that you've tackled each and every portion. Recall that items that are "out of" negative numbers are ways that you can lose points.

## Final Write-up

Assessment Item	Description			Out of	Score
	Satisfactory	Marginal	Unsatisfactory		
Summary	The summary is clear, concise and complete.	The summary is unclear. It doesn't make sense without using the program.	This section was omitted.	<b>3</b>	
Progress	There is a clear, honest, and detailed statement of which goals were met, and which were not.	The writeup misrepresents the actual work done, or the description is unclear.	This section was omitted.	<b>3</b>	
Difficulties	The writeup either clearly describes the main programming difficulties, or it justifies why the project was straightforward.	This description is cursory or unclear.	This section was omitted.	<b>2</b>	
Future Work	The writeup describes several ways that the game could be improved, such as unfinished work, missing extras, or new extensions.	The future work is cursory or unclear.	This section was omitted.	<b>2</b>	
Writing Mechanics	The writeup is free from grammar problems and typos. The writing is unambiguous and organized.	—	Flawed writing mechanics.		<b>(-2)</b>
Page Limit Penalty	The writeup is no more than one page long.	—	Overlength		<b>(-1)</b>

*Note:* This final write-up will represent 10% of the final project grade.

## Code Submission Rubric

Assessment Item	Description			Out of	Score
	Satisfactory	Marginal	Unsatisfactory		
Bugginess	The code runs. There are no syntax or logic bugs.	In some sneaky cases it won't work right.	The code crashes or won't run.	<b>4</b>	
Goals	The code implements all of what was agreed on in the proposal.	Some key features are missing.	The project falls far short of the proposed goals.	<b>3</b>	
Code Style	Also, the code is well-organized. Functions, comments, and whitespace divide it into simple pieces.	Comments, good variable names, and correct use of spacing makes the code easy to read.	The code has persistent style errors that impede readability.	<b>3</b>	
Technical Components	Satisfactory use of vectors, functions and other C++ tools.	—	Code does not use vectors or functions.	<b>10</b>	
Citations	Citation is thorough and conscientious for all code help, borrowed sections, and other copyrighted material.	—	Incomplete citation. This will be referred to honor board.	<b>(-20)</b>	

*Note:* This code rubric represents 60% of your final project grade.