

Game evaluations

	Category Name	Description	wt	Good	Bad	Challenged most by:
1	Scope	size complexity thinking	3	large, complex, clever, many parts, subs, files, etc. detailed pictures, many options to modify game	repeated code, fluff, unexecuted code, short, incomplete, bad graphics, bad music, "linear"	instructor good students
2	Knowledge	command error free exhaustive	2	"best way" programming, exploits computer, cool techniques, optimized, advanced math, famous music	clumsy code easy to program style, inefficient use of computer, low performance, flickering animation, incomplete	instructor
3	Robustitude	user interface errors solved exhaustive	1.5	No errors, precludes input errors, handles bad information and extreme cases, complex, long.	Syntax errors, "undocumented features," obvious program options or features missing, bad timing, incomplete, small, simple	emotional people
4	Design	design conventionality fun	1.5	Exhausts idea, fun to play, easy to use, different every time it is played, run options	good introduction - but no game, frustrating, linear, bad instructions, unclear goal, incomplete	students

1 = the worst

2 = very bad

3 = bad

4 = low average

5 = average

6 = high average

7 = good

8 = very good

9 = the best

Grade games 1 to 9 in each category.

give only one 9 in each category

get each column to average close to 5

How

To >>>>>

Load

A Game

- login

- click program folder

- click JnK game drives

- run Quick Basic

- Press **F O J:** (Do the same with **K:**)

- select a game off the list