	Criteria	Points	Notes
Prelab			
Prelab completed	Graded on completion only	11	
Lab section			
Step 2			
test_transition explanation	describes test_transition and successfully answers TA questions	3	
Step 5			
Passes all tests	Reads "All tests passed!" for 23 tests	23	1pts/test
Conceptual questions	Successfully answers the 3 conceptual questions posed by TA	12	4 pts/question
Step 6			
Level screen	At the beginning of every level, screen displays level and countdown	3	level increments at each new level
Valid area shrinks	Pressing a button when the cursor is not at the edge of the valid area causes the valid area x-dimension to shrink by 1	3	
Level advances	Pressing the correct button when the cursor is at the edge displays the next level screen with incremented level and countdown	6	
Game over	Pressing the incorrect button when the cursor is at the edge displays the game over screen with the level achieved and stops gameplay	6	
Valid area game over	Reaching a 0 width on the valid area causes the game to end	3	
Step 7			
a) test display functions	Two test cases run and check that the display functions are operating correctly	12	OPTIONAL
b) test non-deterministic functions	All 23 test cases pass with "#define TESTING" removed	15	OPTIONAL
Writeup			
Lab code turned in	Zip file of project code	2	
Partner name	Report indicates partner name	1	"no partner" is sufficient if no partner
Question 1	Questions are noted, or "no questions" (or variation) is written	2	
Question 2	Frustrations are noted, or "none" (or variation) is written	2	
Question 3	Main takeaway is noted (in good faith, vacuous such as "I was able to do lab 1" not accepted)	2	
Question 4a	Explains why the assumption is valid (judged by TA answer key)	3	
Question 4b	Explains how FSM would change (judged by TA answer key)	3	
Question 4c	Explains how to test correctness of change (judged by TA answer key)	3	
Question 5	Explains how functions would be mocked out (3pts) and how the mocks would be used in testing code (2pts)	5	Full credit if lab 7a completed
Question 6a	Defines property that always holds when function is called	3	Full credit if lab 7b completed
Question 6b	Identifies the transitions that need to be tested with properties (judged by TA answer key)	3	Full credit if lab 7b completed
Question 7	Notes how long lab took	1	
	TOTAL (not including extra credit)	100	
	EXTRA CREDIT AVAILABLE	27	