

CMPT 415: Project Code Rubric

Score	Score	Overall	Description
1200	A+ = 95-100	Exceptional near best in class	<ul style="list-style-type: none"> • Exceptional code contribution <ul style="list-style-type: none"> ◦ Very many difficult features ◦ >> 2 assignments of code • Consistent development each week • No issues with code quality.
1000	A = 90-95	Great	<ul style="list-style-type: none"> • Great code contribution <ul style="list-style-type: none"> ◦ Numerous difficult features ◦ > ~2 assignments • Consistent development each week • No issues with code quality.
900	A- = 85-90		
800	B+ = 80-85	Good meets expectations	<ul style="list-style-type: none"> • Expected amount of code contribution. <ul style="list-style-type: none"> ◦ A couple important features ◦ ~2 assignments • Consistent development each week • At most a few issues with maintainability or clarity of code.
650	B = 75-80		
500	B- = 70-75		
400	C+ = 65-70	Less than expected	<ul style="list-style-type: none"> • Less than expected amount of code contribution. <ul style="list-style-type: none"> ◦ Some features of significant size successfully implement ◦ ~1.5 assignments • Less consistent development; some weeks with no work. • OK code quality <ul style="list-style-type: none"> ◦ Code is usable and maintainable ◦ May need some code cleanup
300	C = 60-65		
250	C- = 55-60	Quite a bit less than expected	<ul style="list-style-type: none"> • Quite a bit less than expected amount of code contribution. <ul style="list-style-type: none"> ◦ Likely one medium sized feature or less of work. ◦ ~1 assignments • Inconsistent development; may do most work at end of iteration. • Possibly poor code quality.
200	D = 50-55	Significant improvement required	<ul style="list-style-type: none"> • Significant improvement required in terms of amount of code contribution. <ul style="list-style-type: none"> ◦ Likely only small sized feature or less of work. ◦ ~0.5 assignments • Inconsistent development; may do most work at end of iteration. • Possibly poor code quality. <ul style="list-style-type: none"> ◦ Demonstrated a low understanding of, or commitment to, code quality.
<200	F = < 50	Extensive improvement required	<ul style="list-style-type: none"> • Extensive improvement required in amount of code. <ul style="list-style-type: none"> ◦ Virtually no sizable contribution to code. ◦ < ~0.5 assignments • Insufficient evidence to warrant a passing grade. Student should talk to instructor to identify how to address deficiencies and earn a passing grade. • Inconsistent development; may do most work at end of iteration. • Possibly poor code quality. <ul style="list-style-type: none"> ◦ Work below required level for a 3rd year SoSy course.

Note on Working with Git Code Contribution Score

- It's similar to Lines of code added (1 point per new line of "real" code).
No credit given to changing indentation, etc.
- Give more credit for students who refactor and remove code (vs just changing a line of code).
- Give more credit for hard, complex, or critical code.
- Give more credit for learning new framework, teaching team.
- Adjust mark by work done as role for team (product owner, scrum master, repo manager).
- About ½ credit given for pair programming.
- Give more credit for design work, helping team-mates, time testing, time doing things not visible directly in code contributions.

Team Roles

- +0 to +10 points given for performance of team role (Scrum Master, Repo Master, Product Owner)
 - Bad: +0
 - Good: +5
 - Great +10
- Usually around +5 in most cases.
 - Repo Manager who spends a lot of time +15.