

# GRADING RUBRIC ~PS 7

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## CORRECTNESS

### CREATE PIECES

Successfully create pieces \_\_\_\_\_/15

Shrink pieces \_\_\_\_\_/10

### COLLISION DETECTION

Implement collision detection \_\_\_\_\_/25

Handle move left, right, rotate, etc.. \_\_\_\_\_/20

Pieces stop and are added to board \_\_\_\_\_/10

### DROP

Implement the drop command \_\_\_\_\_/10

### REMOVE ROWS

Remove full rows (including double rows) \_\_\_\_\_/20

**Correctness Total** \_\_\_\_\_/110

## STRUCTURE

Good decomposition \_\_\_\_\_/8

Use of higher order function \_\_\_\_\_/5

Curry when appropriate \_\_\_\_\_/2

**Structure Total** \_\_\_\_\_/15

## STYLE

Comments at top \_\_\_\_\_/2

Comments on methods (purpose, parameters) \_\_\_\_\_/5

Good names for methods, parameters \_\_\_\_\_/5

Layout (blank lines, indentation, etc.) \_\_\_\_\_/3

**Style Total** \_\_\_\_\_/15

## TESTING

Testing for part 1 \_\_\_\_\_/5

Testing for part 2 \_\_\_\_\_/5

Testing for part 4 \_\_\_\_\_/5

**Testing Total** \_\_\_\_\_/15

**TOTAL** \_\_\_\_\_/155