	Criteria	Points	Notes
Prelab		3	Scored on Gradescope
Step 2			
prelab transition table	Came to lab with filled-out transition table and demonstrates understanding in how the game is supposed to work	7	
traceability	Discussion with TA demonstrates understanding of traceability questions	3	
Step 7			
Running code	Code of some sort runs on the Arduino, and output of at least one of the display functions (displayLevel, displayCursor, or displayGameOver) appears on the LCD screen	10	
switch...case statement	TA inspection of update_fsm code shows a switch...case statement with a case for each of the 7 states	1	Will be graded more thoroughly on code handin; this is just to serve as an initial check
Lab code turned in		7	Scored on Gradescope: must follow switch...case format discussed in class and must have annotations for each transition
Writeup		18	Scored on Gradescope
	TOTAL	49	