	Criteria	Points	Notes
Prelab		2.5	Graded on Gradescope
Step 2			
test table	both partners prepared (came to lab with filled-out test tables)	8	Essentially checks prelab completion
test_transition explanation	describes testTransition and successfully answers TA questions	4	
Step 5			
Passes all tests	Reads "All tests passed!" for 23 tests	23	partial credit available: 1 pt/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	2	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	2	
Level advances	Pressing the correct button when the cursor is at the edge displays the next level screen wit	5	
Game over	Pressing the incorrect button when the cursor is at the edge displays the game over screen	5	
Valid area game over	Reaching a 0 width on the valid area causes the game to end	2	
Step 7			
a) test display functions	Two test cases run and check that the display functions are operating correctly	6	**OPTIONAL**
b) test non-deterministic functio	All 23 test cases pass with "#define TESTING" removed	8	**OPTIONAL**
Lab code turned in		2.5	
Writeup		30	Scored on Gradescope
	TOTAL	98	