# COMP 329 2015 Assignment 01

**Assessment of Demonstration/Video**

Demonstration ☐        Video ☐

| Group: | Assessor: | Date: |
|---|---|---|

**Group members present**

**Group members absent**

## Movement and Obstacle Avoidance (20% of total)

| Grade | | Grade Indicator |
|---|---|---|
| F | (0-7) | There is little or no movement. |
| D | (8-9) | Basic strategy, eg repeatedly move until obstacle and then turn. |
| C | (10-11) | Strategy involves local heuristics, e.g. go round obstacle. |
| B | (12-13) | Strategy involves arena-wide heuristics e.g. navigate a given path across arena. |
| A/A+ | (14-20) | Strategy is goal drive e.g. navigate to unexplored cells. A+ (16-20) will be awarded for efficiency, ingenuity and style in the strategy |
| Grade/Mark Awarded | | Assessor's Comment |

## Mapping and Communication (20% of total)

| Grade | | Grade Indicator |
|---|---|---|
| F | (0-7) | There is little or no evidence of mapping. |
| D | (8-9) | Some mapping data evident on LCD screen that corresponds to the arena. |
| C | (10-11) | A basic map, e.g. binary occupancy, is communicated to PC. |
| B | (12-13) | Reasonable attempt at probabilistic occupancy grid shown on PC. |
| A/A+ | (14-20) | Good probabilistic occupancy grid shown on PC. A+ (16-20) will be awarded for ingenuity and style in the strategy |
| Grade/Mark Awarded | | Assessor's Comment |

**Understanding and Explanation (10% of total)**

| Grade | | Grade Indicator |
|---|---|---|
| F | (0-3) | Little or no explanation offered by team members. |
| D | (4) | Basic explanation of strategy offered by some team members. |
| C | (5) | Basic explanation and reasonable answers to questions by most team members |
| B | (6) | Good explanation and answers involving all team members. |
| A/A+ | (7-10) | In addition, explanation shows good insight into the assignment. A+ (8-10) will be awarded for demonstrating excellent insight, e.g. beyond the scope. |
| Grade/Mark Awarded | | Assessor's Comment |

**Additional Notes for Students**

- You will be given time to prepare your demonstration. You need to ensure that before the start of the demonstration, your program is uploaded to the NXT robot, any Bluetooth pairing and preparation of the arena is complete.

- You will have a time limit of 15 minutes and will be assessed on one full run of your program. In case of a technical difficulty, you will be allowed to stop and restart your program once, and the second run will be assessed, within the same 15 minute time limit.

- You will be asked questions about your solution during and after the run of your program, to assess your understanding of your solution and its implications beyond the scope of the assignment.

- The assessment grid gives an indication of the level of performance expected at each grade point, NOT CRITERIA THAT YOU MUST ACHIEVE to get each grade. Your assessor will compare your performance to these levels to determine the grade/mark for your solution, which may be different.