CPSC 427: face-to-face grading instructions

We highly recommend for each student to bring their own laptop to the grading session.

Before the face-to-face grading, you should prepare following these instructions:
- Open the source files relevant to your individual contribution.
- Be read to launch your game (preferably on more than one machine).
- Between team members, determine how to present the game in turn.
- Be ready to explain the part which you've worked on.

The face-to-face grading is expected to work as:
- Team presents the game status (milestone) as a whole.
- TA plays the game to evaluate gameplay.
- Students take turns to explain/showcase their individual parts of the work.
- TA asks questions about the game as a whole or the individual parts.

The face-to-face grading time is limited. **Thus grading sessions running longer than the assigned slot due to lack of preparedness will be rescheduled to a time of TA's convenience.** So please be prepared.