

____ 20 Writing style

- ____ 2 Introduction describes the nature of the report, as Strategy-writers' manual
- ____ 1 Introduction outlines structure of report (road map)
- ____ 2 Structure of lab clear and logical
- ____ 1 Conclusion pulls together paper
- ____ 2 Structure of Nim-playing programming system well-described
- ____ 2 ADTs well described
- ____ 2 Good description of what strategies are (as Scheme objects) and how to add them
- ____ 2 Paragraphs have clear point, well-organized
- ____ 1 Provide adequate transition from section to section
- ____ 5 Spelling, grammar, sentence structure

____ 80 PROGRAMMING TASKS

- ____ 10 Implement and test move-instruction
- ____ 5 Implement and test second version of move-instruction
- ____ 10 Modify computer-move and play-with-turns to include strategies
- ____ 10 take-all-of-first-nonempty
- ____ 10 take-one-from-random-pile
- ____ 10 take-random-from-random-pile
- ____ 10 optimal (chocolate bar) strategy
- ____ 10 random mix of strategies
- ____ 5 Reasonable approach for testing strategies

____ **TOTAL**