

## \_\_\_\_ 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**