

In Edit Assessment:

B	H	P	<u>PROBLEMS</u>	A
Neg \leftrightarrow Pos				
Prob	max	opt?	options	
1	~	~	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
2	~	~		
3	~	~		

Edit Problem 1

⚡

Create Rubric \checkmark

<input type="checkbox"/> 1	~~~~~	Pt value: _____	} max score either sum of pt values OR ensure max score == sum of pt values
<input type="checkbox"/> 2	~~~~~	Pt value: _____	
<input type="checkbox"/> 3	~~~~~	Pt value: _____	

+ Add Rubric Item

⚡

assigning rubric items by just clicking on the squares

Code	Annotations
~~~~~	Problem 1 3.0 / 5.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input checked="" type="checkbox"/> ~~~~~ 3.0

Adding an annotation specific to a problem's rubric item

Code	Annotations
~~~~~	Problem 1 3.0 / 5.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input checked="" type="checkbox"/> ~~~~~ 3.0

Comment

Add to problem shared comments

score 0

AS: Pos

Optional: attach to rubric item

1

2

3

Let's say a comment is attached to Problem 1, rubric item 2:

Code	Annotations
~~~~~	Problem 1 3.0 / 5.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input type="checkbox"/> ~~~~~ 1.0
~~~~~	<input checked="" type="checkbox"/> ~~~~~ 3.0

Comment ~~~~~ P1 2

Comments
file/line # ~~~~~

allows users to click on 1 rubric item to associate this comment with (optional)
↳ if no item, similar to current beta's version of "global annotation"

Can still change which problem \Rightarrow rubric should change depending on the problem
(if a problem doesn't have a rubric, add comment as global annotation for that problem)

clickable, like curr beta version

describes comment + which question & rubric item it pertains to