Please do not reply to this email. Contact your lecturer or demonstrator with any queries about your results.

Assignment 1

Star Wars - A New Project

FIT2099 - Object-Oriented Design and Implementation - 1 - 2018

28305728 - LUHAN CHENG 28393414 - MARCUS KEN JIE OOI

Task 1: Use of Git and GitHub

Both partners used GitHub	☐ No ☑ **Yes**
Frequency of commits	☐ Just one ☐ A few ☑ **Many**
Quality of commit comments	☐ None ☐ Poor ☑ **Okay** ☐ Good
Number of commit comments	☐ None ☑ **Too few** ☐ Just right ☐ Too many

Task 1 Comment: Please improve the frequency of comments as well as the quality of comments. While committing add summary, details of files changed and a bit of description why the change was necessary.

Mark for task 1: 2.0 out of 2.0

Task 2: Presentation

2.1: Class Diagram(s)

Shows new / modified classes	☐ Not done ☐ Partial ☑ **Complete**
Shows relationships between new classes	☐ Not done ☐ Partial ☑ **Complete**
Shows relationships with existing system	☐ Not done ☑ **Partial** ☐ Complete
Shows an association when a class has an attribute of another class type, a dependency otherwise	☐ Not done ☑ **Partial** ☐ Complete
Shows appropriate multiplicities	☐ Not done ☑ **Partial** ☐ Complete
Shows inheritance/implementation when appropriate	☐ Not done ☐ Partial ☑ **Complete**
Uses correct UML notation	☐ Not done ☑ **Partial** ☐ Complete

Task 2.2: Interaction diagram(s)

Either sequence diagrams or collaboration diagrams may be used.

Object types in the interaction diagram(s) match the classes in the class diagram(s)	☐ Not done ☐ Partial ☑ **Complete**
Messages have meaningful names	☐ Not done ☐ Partial ☑ **Complete**
Sequence of messages makes sense	☐ Not done ☐ Partial ☑ **Complete**
Messages make sense as methods of the classes of the objects that receive them	☐ Not done ☑ **Partial** ☐ Complete
Data required for guard conditions (if any) is plausibly available	☐ Not done ☑ **Partial** ☐ Complete

2.3: Design Rationale Document

Appropriately structured	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Understandable grammar	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Correct spelling	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Appropriate use of terminology	☐ Poor ☐ Okay ☑ **Good** ☐ N/A

Task 2 Comment: n is used for conditions in multiplicities. Use proper notation i.e. *

Mark for task 2: 4.5 out of 5.0

3: Design Quality

3.1: Completeness with regard to requirements

Leave Affordance - left object is in actor's location, and can be taken	☐ Not done ☐ Partial ☑ **Complete**
Force Ability - some actors can have it	☐ Not done ☐ Partial ☑ **Complete**
Lightsabres - only actors with lots of force ability can use one as weapon	☐ Not done ☐ Partial ☑ **Complete**
Ben Kenobi can train Luke when the are in the same location, raising his force ability	☐ Not done ☐ Partial ☑ **Complete**
Droids can't use force	☐ Not done ☐ Partial ☑ **Complete**
Droids can have an owner	☐ Not done ☐ Partial ☑ **Complete**
Droid movement with an owner is supported	☐ Not done ☐ Partial ☑ **Complete**

Droid movement without an owner is supported	☐ Not done ☐ Partial ☑ **Complete**
Droid loses health when it moves in Badlands	☐ Not done ☐ Partial ☑ **Complete**
Droid with no health can't move	☐ Not done ☐ Partial ☑ **Complete**

Mark for task 3.1: 4.0 out of 4.0

Task 3.2: Ease of comprehension

This mark reflects how easy it is to understand your diagram based on the documentation you have submitted.

Task 3.2 Comment: Well written.

Mark for task 3.2: 2.0 out of 2.0

3.3: Good design

Design is modular	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Design is implementable	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Design uses encapsulation appropriately	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Design avoids repetition (DRY)	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Connascence is acceptable	☐ Poor ☐ Okay ☑ **Good** ☐ N/A
Design doesn't break existing system	☐ Poor ☐ Okay ☑ **Good** ☐ N/A

Mark for task 3.3: 4.0 out of 4.0

3.4: Design is well justified

0 for no design rationale, or a design rationale that does not make sense. 1 if it is very incomplete, or if it seems that the author is using words without understanding them, or if the design submitted does not match the rationale. 2 for saying something sensible about most design decisions, or for a good rationale that only partially matches the design submitted. 3 for making good points about all (or nearly all) significant design decisions.

Design rationale addresses design principles seen in lectures/readings	☐ Poor ☑ **Okay** ☐ Good ☐ N/A
Diagrams match what it says in the design rationale	☐ Poor ☐ Okay ☑ **Good** ☐ N/A

Task 3.4 Comment: None
Mark for task 3.4: 2.5 out of 3.0
Task 3 Comment: Leave is an inverse of Take so it can be done easily without making another class. However, you have handled the complexities of the making a new class and extending it with affordance well. Good work.
Instead of having a trainLuke(), better use a train\(Ben, Actor) method. If the player changes in future you don't need to change the name of the class and

attributes.
use isOwned instead of IfOwned for droids. All boolean returning methods should start with Is

Mark for task 3: 12.5 out of 13.0

Task 4: Work allocation

Task 4.1: Work breakdown allocation

You must submit a Work Breakdown Agreement to receive a mark for this assignment. If you have not yet submitted one, please do so immediately.

WBA submitted? ☐ No ☑ **Yes**
Task 4.1 Comment: None
Mark for task 4.1: None out of 20.0

4.2: Work allocation bonus

If you have done significantly more work than is fair, you may receive compensation here.

Task 4.2 Comment:
Mark for task 4.2: None out of 20.0

4.3: Work allocation penalty

If you have done significantly less work than is fair, you may receive a penalty here.

Task 4.3 Comment:
Mark for task 4.3: None out of 20.0
Task 4 Comment: None
Mark for task 4: 0.0 out of 20.0

5: Late penalty

Late submissions are penalized at 10% per working day.

Task 5 Comment:
Mark for task 5: None out of 20.0

Total mark: 19.0