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Assignment 3

Second iteration: return(theJedi);

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

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Your mark: **22.5/25.0 (90.00%)**

Task 1: Deliverables

This section is about the quality of your code and submitted documentation.

Task 1.1: Java code

Task 1.1.1: Functionality

This section covers the quality of the code you submitted. For full marks here, your implementation will need to be robust and stable. It must also meets specification.

Reservoirs start with 40 hitpoints	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Force Ability - some actors can have it	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall below 20, its short description changes to "a damaged water reservoir"	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall below 20, its long description changes to "a damaged water reservoir, leaking slowly"	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall below 20, its symbol changes to V	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall to 0 or below, its short description changes to "the wreckage of a water reservoir"	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall to 0 or below, its long description changes to "the wreckage of a water reservoir, surrounded by slightly damp soil"	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If the hitpoints of a reservoir fall to 0 or below, its symbol changes to X	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A

After a Grenade is taken, it can be left using a normal leave command, without exploding	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
After a Grenade is taken, it can be thrown, causing it to explode	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Entities in the location where the grenade is thrown lose 20 hitpoints (NB. It is acceptable for this to be the same location in which the actor that threw it is located.	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Entities in locations that can be reached in one step from the location where the grenade is thrown lose 10 points	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Entities in locations that can be reached in two steps from the location where the grenade is thrown lose 5 points	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
The actor that throws the grenade is not affected	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
A sandcrawler moves in the same way as Ben Kenobi	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
A sandcrawler moves only moves every second turn	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
If a sandcrawler finds a droid in its location, the droid is taken inside the sandcrawler	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
A sandcrawler has a door that can be entered by any actor with force ability	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
When the actor enters the sandcrawler, the actor moves to the interior of the sandcrawler	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
The interior of the sandcrawler is a grid of at least four locations	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
All the droids taken by the sandcrawler must be in one of its interior locations	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
One of the sandcrawler interior locations has a door that can be used by any actor with force ability to return to the location in which the sandcrawler is located	<input checked="" type="checkbox"/> Poor <input type="checkbox"/> Okay <input type="checkbox"/> Good <input type="checkbox"/> N/A
Task 1.1.1 Comment: The door for sandcrawler is missing. If the Luke owns a droid in the sandcrawler, the droid should follow luke. This way Luke can rescue droids.	

Mark for task 1.1.1: 7.0 out of 8.0

Task 1.1.2: Style and readability

Variable, attribute, and method names are well-chosen	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Use of javadoc	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Quality of comments	<input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A
Readability (Layout, use of whitespace indentation etc.)	<input type="checkbox"/> Poor <input checked="" type="checkbox"/> Okay <input type="checkbox"/> Good <input type="checkbox"/> N/A

Task 1.1.2 Comment: None
Mark for task 1.1.2: 2.5 out of 3.0
Mark for task 1.1: 9.5 out of 11.0

Task 1.2: Supporting documentation

If your design changed during implementation, e.g. because you needed to refactor or discovered that your initial design was unworkable, you needed to keep your documentation up to date. If not, there was no need to change the documentation.

- | | |
|---|---|
| Design documentation matches code | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good
<input type="checkbox"/> N/A |
| New documentation is readable | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good
<input type="checkbox"/> N/A |
| Notation used (if any) is correct | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good
<input type="checkbox"/> N/A |
| Rationales provided for any refactorings | <input checked="" type="checkbox"/> Poor <input type="checkbox"/> Okay <input type="checkbox"/> Good
<input type="checkbox"/> N/A |
| Spelling, grammar etc. of written documentation (if any) is correct | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good
<input type="checkbox"/> N/A |

Task 1.2 Comment: None
Mark for task 1.2: 3.0 out of 4.0
Mark for task 1: 12.5 out of 15.0

Task 2: Design quality

Task 2.1: Design of new system components

This section is about the design as embodied in the code rather than the design as written in the documentation.

- | | |
|--|--|
| Engine code is unchanged (i.e. classes under edu.monash.fit2099) | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |
| Good use made of existing infrastructure (e.g. Actions, Affordances, Entities) | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |
| Use of encapsulation (e.g. implementation hiding, use of private attributes) | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |
| Quality of abstractions (classes contain related data and functionality) | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |
| Public interfaces are well-designed for new classes/packages | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |
| Any refactorings improve quality of design | <input type="checkbox"/> Poor <input type="checkbox"/> Okay <input checked="" type="checkbox"/> Good <input type="checkbox"/> N/A |

Task 2.1 Comment: None
Mark for task 2.1: 4.0 out of 4.0

Task 2.2: Integration with existing system

The implementation makes appropriate use of the existing framework of actors, entities, actions, affordances, etc.

Task 2.2 Comment: Good

Mark for task 2.2: 4.0 out of 4.0

Mark for task 2: 8.0 out of 8.0

Task 3: Meeting submission requirements

Task 3.1: 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

Task 3.1 Comment: None

Mark for task 3.1: 2.0 out of 2.0

Task 3 Comment: None

Mark for task 3: 2.0 out of 2.0

Task 4: Work allocation

This section is only used if teaching staff become aware that a teammate has significantly breached the Work Breakdown Agreement.

4.1: Work allocation bonus

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

Task 4.1 Comment:

Mark for task 4.1: None out of 20.0

4.2: Work allocation penalty

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

Task 4.2 Comment:

Mark for task 4.2: None out of 25.0

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 25.0

Total mark: **22.5/25.0 (90.00%)**