

Marking Scheme

Component	Weighting	Criteria
OO Design Doc	20%	Well organized and modular design. Good use of Abstraction. Clear diagram with interfaces and abstract classes shown. Methods, fields, etc should be listed. Exceptions should also be included.
GUI	20%	All requirements should be fulfilled. The user should be able to select a puzzle type and be possible to play the puzzle. Colors, organization should be done nicely. It should be possible to save and load solutions as files.
Solver	50%	Runtime performance should be as in the video for both the magic square and sudoku in a 20x20 matrix. Constraints should be set flexibly.
Empirical results doc	10%	Doubling experiment is nicely presented with figures. The description of the algorithms should be detailed enough to understand how they work (e.g. operators are described clearly with pictures).
Note		Year 3 or 4 CS students will not receive more than 50% in the overall mark for the project unless the runtime criteria are attained.