TEAM #					GRADE	
Team members sub			□ all	□some	□none	
Marks split between	n team member			get the team grade)		
		□uneve	enly (each mem	ber's grade is moder	rated by peer review)	
		FEEDBACK F	OR AC22005.1	. C# TILE GAME		
Your Submission:						
Code:	Code: □ complete		☐ EXE missi		urce code parts missing	
Documentation:	ation: 🗆 report include		ded □ design do			
Other issues:	•					
Your Program:					0	ut of 83
Title:	ve	ersion of				
Overall quality:						
The code which you	ı submitted:	□ ran OK		□ ran with difficul	ty □ would not run	
☐ Appears robust overall		☐ Some bugs noted		☐ Very buggy / no	t working	
☐ Good tile game concept		☐ Adequate game concept		☐ Simple concept/not really a tile game		
☐ Game complex/sophisticated		☐ Has some complexity		☐ Game is rather simple		
□ 1-player game		☐ 2-player game (P1 vs. P2)		☐ 1-player vs. computer		
☐ Game logic* is good/correct		☐ Logic has some errors		☐ Many errors	□ No game logic	/ 6
☐ Game AI** is good		☐ Game AI is adequate		☐ Game AI is poor	D No game Al	/ 8
☐ Sophisticated user gameplay		□ Adequate gameplay		☐ Simple gamepla	ıy.	/ 5
☐ Good HCI consideration		☐ Some HCI consideration		☐ Poor HCI consideration		/ 5
☐ Looks neat on screen		☐ Could be improved		☐ Rather messy		/ 5
☐ Very good program structure		☐ Adequate structure		☐ Poor structure		/ 5
☐ Good commenting		□ Some comments		☐ Little / no comn	nents	/ 3
Taught Skills Demor	nstrated:					
□ Code-generated objects		☐ Array of objects		□ One handler for	grid objects	/ 6
☐ Form renamed		☐ Menustrip menus		☐ About	☐ File handling	/ 5
Recommended Exte	ensions:	·			_	
☐ Use of different fonts		☐ Use of colours		□ Scoring		/ 6
☐ Game start feature		☐ Game end feature		☐ Simple rules/help		/ 9
Further Extensions:						/ 20
☐ Different difficulty levels		☐ Play again feature		☐ High scores table		
☐ Timer(s)		☐ New icon		☐ Images/graphics		
□ Music		☐ Sound effects		☐ Sophisticated help/rules		
☐ Extra custom dialog boxes		☐ Other				
* Game logic is follo	•	e game e.g. corr	ect movement o	of pieces in chess		
				<i>me</i> e.g. to beat you a	at chess	
Other comments:						
Your Documentation	on:				0	ut of 17
☐ Clear structure				☐ Poor structure		/ 2
☐ Writing style clea		☐ Style a little	confusing	☐ Hard to read		/ 2
☐ Good length (500	_ ·			☐ Too short	☐ No word count	/ 1 / 2
			☐ A few errors		□ Poor spelling/grammar	
			☐ Adequate description		□ Poor description	
Good description of problems		☐ Adequate description		☐ Poor description		/ 2
☐ Good description of solutions		□ Adequate description		☐ Poor description		/ 2
□ Good future ideas		☐ Adequate future ideas		☐ Poor future ideas		/ 2
\square Good design document		\square Adequate document		☐ Poor design document ☐ None		/ 2
Other comments:						

Overall mark (taking account of days lateness) _____ % = grade ____