TEAM # …..   NAME ……………………   ……………………   ……………………   GRADE ………..

Team members submitted an online peer review :   ☐ all   ☐ some   ☐ none
Marks split between team members: ☐ evenly (all members get the team grade)
                                           ☐ unevenly (each member's grade is moderated by peer review)

FEEDBACK FOR AC22005.1 C# TILE GAME

Your Submission:

Code:	🔴 complete	☐ EXE missing
Documentation:	🔴 report included	🔴 design document included
Other issues:	☐ not done in VS2019 ………	☐ not in a ZIP file …………..

☐ source code parts missing

Your Program: ….. **out of 83**

Title: ……………………………………… version of …………………………………..

Overall quality:

The code which you submitted: ☐ ran OK   ☐ ran with difficulty   ☐ would not run

🔴 Appears robust overall	☐ Some bugs noted	☐ Very buggy / not 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/ 6
🔴 Game AI** is good	☐ Game AI is adequate	☐ Game AI is poor	☐ No game AI	8/ 8
☐ Sophisticated user gameplay	🔴 Adequate gameplay	☐ Simple gameplay		3/ 5
🔴 Good HCI consideration	☐ Some HCI consideration	☐ Poor HCI consideration		5/ 5
🔴 Looks neat on screen	☐ Could be improved	☐ Rather messy		5/ 5
☐ Very good program structure	🔴 Adequate structure	☐ Poor structure		3/ 5
🔴 Good commenting	☐ Some comments	☐ Little / no comments		3/ 3

Taught Skills Demonstrated:

☑ **Code-generated** objects	🔴 **Array** of objects	🔴 **One** handler for grid objects	6/ 6
🔴 Form renamed	🔴 Menustrip menus	🔴 About 🔵 File handling	5/ 5

Recommended Extensions:

🔴 Use of different fonts	🔴 Use of colours	🔴 Scoring	6/ 6
🔴 Game start feature	🔴 Game end feature	🔴 Simple rules/help	9/ 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 following *rules of the game* e.g. correct movement of pieces in chess
** Game AI is the intelligence allowing the computer to *play the game* e.g. to beat you at chess
Other comments:

Your Documentation: ….. **out of 17**

Clear structure	☐ Some structure	☐ Poor structure	/ 2
Writing style clear/appropriate	☐ Style a little confusing	☐ Hard to read	/ 2
Good length *(500-600 words)*	☐ Too long	☐ Too short ☐ No word count	/ 1
Good spelling/grammar	☐ A few errors	☐ Poor spelling/grammar	/ 2
Good description of approach	☐ Adequate description	☐ Poor description	/ 2
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
Good design document	☐ Adequate document	☐ Poor design document ☐ None	/ 2

Other comments:

Overall mark (taking account of …….. days lateness) **____ %** = grade **___**