**8501 Coursework 2 Tick Sheet 2020**

**Name: Yang Lu**

**Student Number: 200779344**

**20 Marks for achieving output - Total =**

**2** Marks for displaying a maze with player(s) present, irrelevant of correctness\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**2** Marks for displaying a series of mazes that show one player’s progression\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**4** Marks for displaying a series of mazes that shows more than one players’ progression step\_\_\_\_\_\_\_[√]

**4** Marks for displaying a series of mazes that display all the progression steps of all players\_\_\_\_[partial]

**4** Marks for identifying if a maze is solvable, partially solvable or not solvable\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[partial]

**4** Marks displaying information regarding the properties of different maze and player combinations\_\_\_\_[ ]

**10 Marks for appropriate validation and interface - Total =**

**2** Marks for validating user input\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**2** Marks for catching file system exceptions (e.g., file missing)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**2** Marks for validating file contents (contains valid maze structures)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**2** Marks for presenting a menu system\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**2** Marks for allowing user to quit the program\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**10 Marks for general solution - Total =**

**4** Marks for only showing shortest collaborative routes out of the maze\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[√]

**6** Marks for identifying deadlock (and maybe livelock) scenarios\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_[ ]

**10 Marks for advanced features - Total =**

Please list advanced features here (up to 5)

|  |
| --- |
| **2** Marks for….Pointers-to-Pointers |
| **2** Marks for….Struct |
| **2** Marks for…. |
| **2** Marks for…. |
| **2** Marks for…. |