**COMP90041 ProjC Feedback: XX\_USERNAME\_XX**

**Program Presentation**

Including: layout and style, readability, adherence to coding expectations, general care and appearance.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

* System Initialization and Exit, +0.5.
* Player Modiﬁcation, +0.5.
* Player Ranking, +0.5.

*Deductions*

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for any

two types errors listed below. (point out where the mistake happens if there is deduction)

* Constants not in upper case;
* bad choices for method names;
* bad choices for variable names;
* no commenting;
* inconsistent bracket placement;
* inconsistent indentation;
* lack of whitespace to separate different parts of code (visual appeal);
* lines >100 chars;
* no authorship statement (name, student number, username);
* use of magic numbers;
* other stylistic issue, if major then deduct 0.5 marks for this error alone;

Additions (only makes up for marks lost in this section)

* Overall care and presentation, +0.5;

*Other Comments from Marker:*

**Structure and Approach**

Including: decomposition in to methods, declaration of instance variables at the appropriate locations, choice of parameters to methods. The full marks for this section of marking are as follows, depending on up to which stage you have completed.

* System Initialization and Exit, +0.5.
* Player Modiﬁcation, +0.5.
* Exception Handling, +0.5.
* Game Play, +1.
* Player Ranking, +1.

*Deductions*

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for any error listed below. (point out where the mistake happens if there is deduction, Maximum deduction is **3.5**)

* duplicate code segments;
* methods too long or too complex;
* insuﬃcient use of methods;
* overly complex algorithmic approach;
* unnecessary duplication/copying of data;
* method has more than 5 arguments;
* use more than 3 static methods (main method included);
* use more than 4 static variables;
* use more than 4 public instance variables;
* not use try/catch to handle Exceptions;
* only throws **Exception** or **RuntimeException,** should use more specific/detailed exceptions(Both their custom exception or java pre-defined exception are fine.)
* AI player has been implemented without making use of inheritance/polymorphism (use if-else to test player type in game-play), -1.0 marks;
* **not** creating player instance or **not** using player instance to play the game, -1.0 mark;
* other structural issue, if major then deduct 0.5 mark;

*Other comments from marker:*

**Program execution**

Including: compilation, execution on test data, output presentation and readability. Programs that do not compile in the test environment will lose all marks in this section. Be sure to verify your submission and check the output before you say "ﬁnished" to yourself.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

* System Initialization and Exit, +1.
* Player Modiﬁcation, +1.
* Game Play, +1.
* Player Ranking, +1.
* Exception Handling, +1

*Deductions*

Some subset of the following lines will be selected by the marker. (point out where the mistake happens if there is deduction, Maximum deduction is **5**)

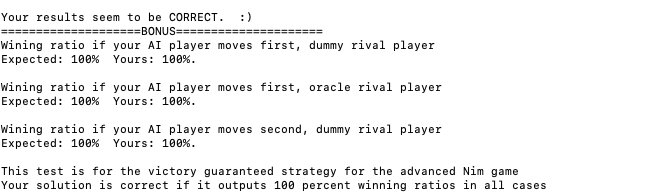
* somewhat incorrect output on test1, -1;
* grossly incorrect output on test1, -2;
* somewhat incorrect output on test2, -0.5;
* grossly incorrect output on test2, -1;
* somewhat incorrect output on test3, -1;
* grossly incorrect output on test3, -2;

**Bonus part 1**

* somewhat correct AI Player output on test3, +0.5;
* totally correct AI Player output on test3, +1;

**Bonus part 2**

A **screenshot for 1 marks** would look like this.



You will get 1 mark for three 100% in this part or 0.5 mark for 2 out of 3 100% in this part.

**Important Note:**

Your total mark for projects won’t exceed 40, which means if you get full marks for Project A and Project B, also 12 for Project C, you will get 40 for projects in the end.

Total marks:

XX\_TOTAL\_MARK\_XX

**Overall comments from marker:**

XX\_EMPTY\_COMMENTS\_XX

*Assignment Marker: XX\_MARKER\_XX*

*If you have any questions regarding your mark, please contact the lecturer.*