**COMP90041 Assignment Two Feedback: [Student Name]**

**Program Presentation**

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

*Deductions*

Some subset of the following lines will be selected by the marker. Deduct 0.25 marks for any

error listed below. (point out where the mistake happens if there is deduction, total mark here is 2 marks.)

* 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;

Total Mark for **Program Presentation**:

*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 is 3.

*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)

* 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 creating instances of NimPlayer, deduct 1.0 mark;
* other structural issue, if major then deduct 1.0 mark;

Total Mark for **Structure and Approach**

*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 use diff to test your output with tests.

The full marks for this section is 10.

*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 **10**)

**Note: Do not deduct marks for formatting issue cause by nextline/newline.**

* No Output at all, -10;
* Output some meaningful results (But grossly incorrect compared to standard output), -6 ~ -9;
* somewhat incorrect Commands or help output, -0.5;
* grossly incorrect Commands or help output, -1;
* somewhat incorrect addplayer output, -0.5;
* grossly incorrect addplayer output, -1;
* somewhat incorrect addaiplayer output, -0.5;
* grossly incorrect addaiplayer output, -1;
* somewhat incorrect removelayer output, -0.5;
* grossly incorrect removeplayer output, -1;
* somewhat incorrect resetstats output, -0.5;
* grossly incorrect resetstats output, -1;
* somewhat incorrect editplayer output, -0.5;
* grossly incorrect editplayer output, -1;
* somewhat incorrect Game Play (human vs human), -0.5
* grossly incorrect Game Play (human vs human), -1;
* somewhat incorrect Game Play (human vs AI), -0.5
* grossly incorrect Game Play (human vs AI), -1;
* somewhat incorrect Player Ranking output, -0.5;
* grossly incorrect Player Ranking output, -1;
* somewhat incorrect Player Display output, -0.5;
* grossly incorrect Player Display output, -1;

Total Mark for **Program execution:**

**Bonus Part**

**If you are successful in this task, you can earn back 1.5 marks that you may have lost in assignment 1. The total mark for assignment 2 can, therefore, be 16.5. However, the total mark for the two assignments combined cannot exceed 30.**

For three cases, case 1, case 2 and case 3, 0.5 marks will be granted ONLY if your AI winning ratio is 100% in each case, suggesting your AI player passes all the test cases.

1. Your AI player moves first to play against a dummy player, who moves randomly;

2. Your AI player moves first to play against an oracle AI player, who enumerates all the possibilities and try best to win;

3. Your AI player moves second to play against a dummy player, who moves randomly;

**Bonus Marks:**

**Total marks:**

**Overall comments from marker:**

*Assignment Marker: [Marker Name]*

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