

ICS4U1 Final CPT Fall 2023 Checklist

Project Design and Documentation

1. Requirements Document (5%)

- ☒ States all of the client's requirements
- ☒ Uses images, diagrams, drawings to represent some of the requirements

2. UX Design Document (10%)

- ☒ Has screen designs for all aspects of the project
- ☒ Has multiple screen designs for all aspects of the project with arrows pointing to interactive elements and their functions

3. Network Message Design Document (5%)

- ☒ Breaks down all network messages
- ☒ Provides examples of each message

4. GitHub Repository (5%)

- ☒ Contains all necessary files with regular commits by all team members
- ☒ Includes well-described commits and a README for the repository

5. Java Comments and Javadocs for Game Model Class (5%)

- ☒ Has many comments
- ☒ Includes Javadoc
- ☒ Comprehensive comments and Javadoc for every property, method, and constructor

6. Object-Oriented Programming (OOP) (10%)

- ☒ Demonstrates strong ability to use OOP concepts
- ☒ Integrates Model View Controller (MVC) paradigm

7. Java GUI (10%)

- ☒ Demonstrates strong ability to use GUI concepts

8. Data Structures and FileIO (5%)

- ☒ Demonstrates strong ability to use data structures and FileIO

9. Sockets (5%)

- ☒ Demonstrates strong ability to use sockets

Final Java Program

10. Software Communication (10%)

- ☒ Can use the program
- ☒ UX is easy to navigate with clear instructions, input validation, and a demo help screen

11. Final Product Delivery (5%)

- ☒ GitHub repository is well-organized with appropriate folders and an executable jar file with all images/data files inside

12. Program Solution (25%)

- ☒ Program provides an exemplary solution

ICS4U1 CPT Common Requirements

- ✓ Panel size exactly 1280x720 pixels
- ✓ Includes a chat area during gameplay
- ✓ Uses one or more data files in csv or txt format
- ✓ Has a network component and distinct network language
- ✓ Uses an animated panel that refreshes at 60fps
- ✓ Uses multiple JComponents
- ✓ Maintains one main game frame (with possible panel swaps)
- ✓ Follows the Model View Controller paradigm
 - ✓ "Model" java class for main game data
 - ✓ "View" java class for UI elements
 - ✓ "Controller" connecting Model and View
- ✓ All images are original or AI-generated to avoid copyright issues

Snake game requirement

- ☒ Classic Snake
- ☒ 2 players
- ☒ Map (array) size 40x40 (18x18 pixels per grid)
- ☒ Csv for map file (put walls) 3 maps
 - ☒ W for wall
 - ☒ F for floor

f,f,f,f,f,f,f,f,f,f,w,f
f,f,f,f,f,f,f,f,f,f,w,f
f,f,f,f,f,w,f,f,f,f,f,f,f,f,f,f,f,f,f,f,f
f,f,f,f,f,f,f,w,f
f,f,f,f,f,f,f,w,f
f,f,f,f,f,f,f,w,f
f,f,f,f,f,f,f,w,f
f,f,f,f,f,f,f,w,f,f,f,f,f,f,f,f,f,f,f,f,f,f,f,f,f,f,w,f,f,f,f,f,f,f

- ☑ Have 2 different themes.csv
 - ☑ Ex: Star Wars theme
 - ☑ Ex: player1 is blue.jpg and the other is red.jpg

252,57,57 (red)	0,58,255 (blue)
113,22,157 (purple)	253,243,138 (yellow)

- ☒ Ex: Bg is space and walls are asteroids
- ☒ Ex: Dune theme
 - ☒ Ex: BG is desert and walls are mountains