

Student Name Christine Targent

Instructor Initials JGL

Date 2/26/20

Assessment Recorded JGL

Skills Recorded JGL

Project: TB Quest Game - S1 Theme and Player Setup	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
S1 - Make significant progress during this sprint.							
S1 - Submit the application using a GitHub repo.	X						
S1 - Create a video per the project specification.	* X						
S1 - Submit a fully functional application.	O						
Develop an abstract Character class.	X						
Develop a Player class derived from the Character class.	X						
Develop an application using the N-tier architecture	X						
Develop the presentation layer using the modified MVVM pattern.	X						
Develop a consistent theme using the WPF framework.	X						
Instantiate and open a new window in the WPF framework.	X						
Develop a UI layout that is consistent and logical.	X						
Develop a UI to include a player info window.	X						
Develop a UI to include a game info window.	X						
Develop a UI to include a QUIT button.	O						
Develop a player setup window to start the game.	X						
Demonstrate inheritance derived from an abstract class.	X						
Demonstrate an overloaded method.	O						
Demonstrate a virtual method with an overridden method in the derived class.	X						
Validate user input: text	X						
Validate user input: numeric	O						
Validate user input: enum							

Student Name Christine Largent

Instructor Initials Jal Date 3/4/20
Assessment Recorded Jan Skills Recorded Jan

Project: TB Quest Game - S2 Game Map, Movement, and Access	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
S2 - Make significant progress during this sprint.	X						
S2 - Submit the application using a GitHub repo.	X						
S2 - Create a video per the project specification.	X						
S2 - Submit a fully functional application.	X						
Develop a Location class.	X						
Develop a UI to show the current location information.	X						
Develop a UI to show possible new locations.	X						
Modify a player property based on location.	X						
Modify a location property based on a location.	X						
Control access to a given location.	X						
Develop a game map data structure: open access list or multi-dimensional array.	X						
Develop a game map data structure: controlled access list or multi-dimensional array.	X						
Validate user input: text	X						
Validate user input: numeric	X						
Validate user input: enum	X						

Student Name Christine Targent

Instructor Initials _____ Date 3/21/20
 Assessment Recorded _____ Skills Recorded _____

	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
Project: TB Quest Game - S3 Game Objects and Inventory				X			
S3 - Make significant progress during this sprint.				X			
S3 - Submit the application using a GitHub repo.				X			
S3 - Create a video per the project specification.				X			
S3 - Submit a fully functional application.				X			
Develop an abstract GameObject class.				X			
Develop game object classes derived from the GameObject class.				X			
Develop a UI to show all game objects in the player's inventory.				X			
Develop a UI to show the information for a given game object.				X			
Develop a UI to sort/filter the game objects in the player's inventory.				X			
Add and remove game objects from a given location.				X			
Add and remove game objects from the player's inventory.				X			
Use a game object to change a player property.				X			
Use a game object to change a location property.				-			
Use multiple game objects to create a new object.				X			
Sort and/or filter a list of game objects in the UI.				X			
Validate user input: text				X			
Validate user input: numeric				X			
Validate user input: enum				X			

Student Name

Christine Largent

Instructor Initials _____

Date

4/12/20

Assessment Recorded _____

Skills Recorded _____

	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
Project: TB Quest Game - S4 NPCs and Character Interaction					X		
S4 - Make significant progress during this sprint.					X		
S4 - Submit the application using a GitHub repo.					X		
S4 - Create a video per the project specification.					X		
S4 - Submit a fully functional application.					X		
Develop an NPC class derived from the Character class.					X		
Develop interfaces for the Player and derived NPC classes.					X		
Implement interfaces in the Player and NPC derived classes to create new functionality.					X		
Develop a UI to show all NPCs in the current location.					X		
Develop a UI to show the information for a given NPC					X		
Develop a UI to manage interactions with a given NPC.					X		
Add NPCs to locations.					X		
Add a dice roll method.					X		
View all NPCs in a given location.					X		
View all information on a given NPC.					X		
Interact with an NPC: talk to.					X		
Interact with an NPC: trade with or battle					X		
Interact with an NPC: change player or location property.					X		
Validate user input: text					X		
Validate user input: numeric					X		
Validate user input: enum					X		

Student Name

Christine Largent

Instructor Initials _____

Date 4/22/20

Assessment Recorded _____ Skills Recorded _____

Skills Recorded _____

Project: TB Quest Game - S5 Missions and Quests	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
S5 - Make significant progress during this sprint.						X	
S5 - Submit the application using a GitHub repo.						X	
S5 - Create a video per the project specification.						X	
S5 - Submit a fully functional application.						X	
Develop a quest or mission class.						X	
Develop a UI to show the current quest or mission information.						X	
Develop a UI to show the status of all quests or missions.						X	
Validate user input: text						X	
Validate user input: numeric						X	
Validate user input: enum						X	

Student Name

Christine Targent

Instructor Initials _____

Date

4/26/20

Assessment Recorded _____

Skills Recorded _____

	SG	QG-1	QG-2	QG-3	QG-4	QG-5	QG-6
Project: TB Quest Game - S6 Polishing and the Final Deliverable							X
S6 - Make significant progress during this sprint.							X
S6 - Submit the application using a GitHub repo.							X
S6 - Create a video per the project specification.							X
S6 - Submit a fully functional application.							X
Validates all user inputs.							X
Test and confirm the application is robust and does not crash or lockup.							X
Test and confirm the application is graphically and visually consistent.							X
Test and confirm application is functionally correct.							X
Validate user input: text							X
Validate user input: numeric							X
Validate user input: enum							X