

COMP90041 ProjB Feedback: XX_USERNAME_XX

UML Diagram

Including: classes (instance variables and methods) and association between the classes. The full mark for this section is 5 marks. Marks for each section will not be negative after deduction.

- UML marks initial allocation, +5.

Deductions

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

- missing core classes, -2 mark for each core class missing;
- missing all core classes, -5 marks;
- missing instance variable(s), -0.5 marks for each class;
- missing/error in modifiers of the instance variables/methods, -0.5 marks for each class; (The maximum deductible marks is 1 mark under this item)
- missing/incorrect association between classes, -0.5 marks for each missing/incorrect association; (The maximum deductible marks is 1 mark under this item)
- missing/error in multiplicity values, -0.5 marks for each missing/error; (The maximum deductible marks is 1 mark under this item)

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

- overall care and presentation, +0.5;

Comments from marker about UML:

XX_EMPTY_COMMENTS_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, +1.
- 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 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, +1.
- 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)

- 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, -1.0 mark;
- other structural issue, if major then deduct 1.0 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, +2.
- Game Play, +2.
- Player Ranking, +3.

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 **8**)

- more than 5 warning messages, -1;
- somewhat incorrect output on test1, -0.5;
- grossly incorrect output on test1, -1;
- somewhat incorrect output on test2, -0.5;
- grossly incorrect output on test2, -1;
- somewhat incorrect output on test3, -0.5;
- grossly incorrect output on test3, -1;
- somewhat incorrect Player Modification output on test4, -0.5;
- grossly incorrect Player Modification output on test4, -1;
- somewhat incorrect Game Play output on test5, -0.5;
- grossly incorrect Game Play output on test5, -1;
- somewhat incorrect Game Play output on test6, -0.5;
- grossly incorrect Game Play output on test6, -1;
- somewhat incorrect Player Ranking output on test6, -0.5;
- grossly incorrect Player Ranking output on test6, -1;
- somewhat incorrect Game Play output on test7, -0.5;
- grossly incorrect Game Play output on test7, -1;
- somewhat incorrect Player Ranking output on test7, -0.5;
- grossly incorrect Player Ranking output on test7, -1;
- somewhat incorrect Player Modification output on test8, -0.5;
- grossly incorrect Player Modification output on test8, -1;
- somewhat incorrect Game Play output on test8, -0.5;

- grossly incorrect Game Play output on test8, -1;
- somewhat incorrect Player Ranking output on test8, -0.5;
- grossly incorrect Player Ranking output on test8, -1;

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.