

Completeness of the solution direction (i.e. to what extent are all key functionalities covered in the design) [Functional completeness; functional correctness];

- All of the critical game functionalities are covered, and the submission clearly explains how they are addressed
- All classes are complete with relevant attributes, methods, relationships, and cardinalities, covering all required functionality.

Rationale behind the chosen solution direction [Functional appropriateness];

- Design rationale covers all required areas: classes, relationships, inheritance, cardinality, and design pattern.
- Strong and compelling justifications for the architecture and design choices are provided.
- Used Design Patterns are clearly identified, their choice is explained and used appropriately, or the lack of application of Design Patterns is well justified.
- Good object-oriented design principles are followed; "God classes" are avoided.

Understandability of the solution direction [Appropriateness recognizability];

- A clear and neat Class Diagram for the Fiery Dragons game.
- Correct usage of notations in the class diagram.

Extensibility of the solution direction (in anticipation of extensions to the game for Sprint 4) [Modifiability];

- Use of principles like Open-Closed principles.
- Use of interfaces or abstract classes for loose coupling and separation of concerns.
- Separation of UI and business logic.

Quality of the written source code (e.g., coding standards, reliance on case analysis and/or down-casts) [Maintainability];

- The branch includes a 'README' or similar documentation that describes its organisation, detailing the locations of specific files.
- Adhering to coding standards like naming conventions
- Ensuring most repeated entities are inherited and polymorphed to the lowest level (abstract class/ interface)
- Reliance on very few external libraries
- Modularity of the code (Functions are appropriately sized, code is organised into packages, directories or namespaces)

Aesthetics of the user interface [User engagement];

- The game and all its elements are clearly visible
- The visual appeal of the game (layout, colour schemes)
- Game has well defined affordability (Know how to interact with the game)
- Appropriate feedback for all game interactions.