

qwnz51	Max	Score
Part 1: Board Class		
Part 1.1		
Does the Board Class compile?	3 Y	3
Trying to view a board before it is created gives NoBoardDefinedException	0.5 Y	0.5
Part 1.2		
Trying make move before board is created gives NoBoardDefinedException	0.5 Y	0.5
Trying for winner before board is created gives NoBoardDefinedException	0.5 Y	0.5
Create board of size 1x1 works correctly	1 Y	1
Trying to resize a board gives BoardAlreadySizedException	0.5 Y	0.5
Trying to create a board of invalid size gives InvalidBoardSizeException	0.5 Y	0.5
Placing a piece at an invalid location causes an InvalidPositionException	0.5 Y	0.5
Part 1.3		
Part 1.4		
Board can be constructed at any size	3 Y	3
Board is the correct orientation	5 Y	5
Part 1.5		
Pieces are placed in the correct locations on the board	2 Y	2
Is the board stored in the Board class protected from changes	1 Y	1
Placing a piece where a piece already exists causes a PositionAlreadyTakenException	1 Y	1
Placing two pieces consecutively of the same colour causes a InvalidColourException	1 N	0
Part 2: GameManager Class		
Part 2.1		
Does the GameManager Class compile?	3 Y	3
Part 2.2		
Calling playGame before anything else causes return of false	1 N	0
Comment: uncaught exception : java.lang.NullPointerException		
Specifying Piece.UNSET causes specifyPlayer to throw InvalidColourException	0.25 Y	0.25
Trying to set two players to be BLUE will throw ColourAlreadySetException	0.25 Y	0.25
Specifying an illegal board size will throw an InvalidBoardSizeException	0.25 Y	0.25
Trying to re-set the size of a game will throw a BoardAlreadySizedException	0.25 Y	0.25
Part 2.3		
Correct moves made by RED	2.5 Y	2.5
Red player got end game state	1.5 Y	1.5
Correct moves made by BLUE	2.5 Y	2.5
Blue player got end game state	1.5 Y	1.5
Part 2.4		
Prevent player from cheating	5 Y	5
Part 2.5		
Player can concede	2 Y	2
Part 3: Human Player		
Part 3.1		
Board is displayed	2 Y	2
Board is correctly orientated	2 Y	2
Board is tilted correctly	2 Y	2
Symbols are easy to interpret	2 Y	2
It is obvious which way the player should be constructing their line	2 Y	2
Part 3.2		
User is informed how to make a move	3 Y	3

Interface allows move to be entered	2	Y	2
The format for entering a move is simple and clear	2	N	1
Comment: Having to select concede each move is convoluted			
Part 3.3			
Player is informed which colour they are	3	Y	3
Part 4: Testing for who has won			
Part 4.1			
Board can detect a win on a 1x1 board	6	Y	6
Part 4.2			
Board can detect a win on a 5x5 board	6	Y	6
Part 4.3			
Board can detect a win on a complex 5x5 board	8	Y	8
Part 5: Computer Player			
Part 5.1			
Working Computer player	10	Y	10
Part 5.2			
Entered to competition		Y	
Position Score	10	3	10
Total	100		97