SWEN30006 Software Modelling and Design
Semester 1 2021

Assignment 2 feedback for **Jeremy Huang (1046432)**

Criterion	Available marks	Your mark
Build		
Build Success	TRUE	**TRUE**
Behaviour Checks (auto)		
Has Expected Behaviour#1	TRUE	**FALSE**
Has Expected Score#1	TRUE	**FALSE**
Has Expected Behaviour#2	TRUE	**FALSE**
Has Expected Score#2	TRUE	**FALSE**
Behaviour Checks (manual)		
Has Expected Behaviour#3	TRUE	**FALSE**
Has Expected Score#3	TRUE	**FALSE**
Overall mark for Assignment 2	20	**16.5**

Personal feedback

Your report was easy to read and clearly describes your process and justification for your design. Overall your explanation of why you used certain patterns where and how you used them was to a good effect.

Implementation:
You failed all of our 3 test, both of if the score was correct and if the log files matched. However overall they are only minor errors.

Specifically you failed the 1st test, which was the example we provided in the project spec.
If you run:
seed,55510
cribbage.RandomPlayer,P0
cribbage.RandomPlayer,P1

your log was missing the "score,P1,5,1,go"
Thus your final score was 1 point off

All 3 test cases had the same thing, effect of by not doing the go score.

Further the order that your put things in the log file was incorrect.