UNIVERSITY OF
LINCOLN

School of Computer Science
Assessment Package Briefing Document

Title: CMP1127M Programming and Data Structures: Assessment 3	Indicative Weighting: 50% (Individual)

Learning Outcomes:

On successful completion of this assessment package a student will have demonstrated competence in the following areas:

- [LO 3] implement programs consisting of multiple procedures

- [LO 4] apply simple testing techniques to evaluate programs

This is an **individual assignment**. Complete it **on your own** with no input from others.

'Prime Minister' game.

Download the *primeMinisters.txt* file from Blackboard. Your task is to read in this data to your application and create a console screen game based on **this** set of Prime Minister information.

Compulsory elements of the game:
- Present the player with three Prime Ministers. They have to guess which of them served first. **Use exception handling** to prevent the same name (for a Prime Minister who served at different times) being shown.
- The game should give the player a score (out of 5) based on 5 questions.

The game should run 'cleanly'. The game should start and end without problems. There should be no 'crashing' or 'unhandled exceptions' causing unexpected termination of the game.

Your code should contain at least:
- A Game class
    - o To handle the logic and functions of the game
- A Player class
    - o To hold the Player score

You should create a **written report** which contains a brief description of the game and the features you have implemented and shows how you have tested the program. This report should be **no longer** that two sides of A4.
- Your report should include a description of your '**Black Box**' tests and '**White Box**' tests

Stretch Exercise

Add an option where a date is presented to the player along with three Prime Minister names. The player has to guess which PM was serving on that date. Use exception handling to ensure that names are not the same.

Submission Guidelines

Please zip up your code file as a compressed ZIP file (**no RAR or any other file formats will be accepted. Please use the standard 'Windows Compressed File' zip format or other platform standard zip formats**) and should be submitted through Blackboard in the '*CMP1127M Assessment Item 3 Supporting Documentation Upload*' section of the Assessments folder.

The testing report should be uploaded to *CMP1127M Assessment 3 Upload*.

This assessment is graded using a criterion reference grid. You should be clear in your understanding of the grading principles; if you are not, please seek the advice of the module staff.

Hand In Instructions

See hand in schedule.
DO NOT include this briefing document with your submission.