

I had used Copilot for my AI use. I mainly used AI for error checking. I also used it to keep track of my progress by using the rubric. While I wish my AI usage was not as frequent, I am learning more about the topics we have covered in class and the usage, and limitations of AI. My main issue is my lack of practice. Throughout the course, I have often found myself feeling overwhelmed. I can understand what the different topics are, but trying to implement them has been challenging. My focus over break will be to fix this issue. I plan to go back and look over topics that have challenged me and practice what I have learned. This will allow me to become confident in my coding abilities and less reliant on AI.

Input:

Check the rubric I have given you to see where I am at so far.

Output:

Looking at your code against the rubric, here's your current status:

### Grading Rubric Assessment (25 Points Total):

#### ✓ Core OOP Design (5 Points) - COMPLETE

- ✓ Abstract class `GameCharacter` with abstract methods
- ✓ 3+ subclasses (Knight, Wizard, Thief) using inheritance
- ✓ Polymorphism with `GameCharacter` references
- **Score: 5/5**

#### 🔄 Multithreading Implementation (5 Points) - PARTIAL

- ✓ 3+ threads running concurrently in Phase 1
- ✓ Proper thread management with `start()` and `join()`
- ✗ **Missing Phase 4 execution** - you set choices but don't continue adventures
- **Current Score: 3/5** (Need to add Phase 4 continuation)

#### ✗ Concurrency Safety (3 Points) - NOT STARTED

- ✗ No shared resources (dragon health, treasure, etc.)
- ✗ No synchronization mechanisms
- ✗ No race condition examples
- **Score: 0/3**

#### ✗ Functional Features (5 Points) - NOT STARTED

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#### 🔄 Story & Creativity (3 Points) - PARTIAL



**✗ Documentation & UML (2 Points) - NOT STARTED**



**✗ Reflection & Code Quality (2 Points) - NOT STARTED**



**Current Total: 11/25 Points**

**Immediate Priority (to get to 15+ points):**

`continueAdventure()`

This would get you to **17/25 points** - a solid foundation to build from!

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