## Checklist:

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|  | Game Objective | Clearly defined game objective that is challenging but achievable. |
|  | Gameplay Instructions | Clearly defined instructions that are concise but easy to follow. |
|  | Map | All the following criteria are met: -Map created is a 5X5 grid.  -All locations are clearly identified.  -Encounters and items are clearly dentified(sic) .  -All requirements are clearly labelled (such as must have lamp). |
|  | Overview for classes | Each class file created has an overview written explaining its purpose.  ***OR***  Each class file in the java doc has an overview written explaining its purpose. |
|  | Algorithms | Algorithms or Javadoc created for each Method inside each class (excluding setters/getters/toString) Each algorithm created clearly addresses the following: -requirements of each method clearly identified -all inputs, outputs, and processing are clearly identified ***OR***  Each method in the javadoc has a clear description which includes: -what the method does -Requirements of each method clearly identified expected outputs, and processing are clearly identified. |
|  | Bug report | At least 10 bugs identified during development, each outlining the issue, who discovered it, and a solution provided to rectify the issue. |
|  | Allocation of Duties | All the following criteria are met:  -Allocation of duties for each member of the group is clear.  -Workload is evenly and distributed. |

### Documentation 35 % of the total mark

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### Coding 65% of the total mark

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|  | Coding Style | All the following criteria are met:  -Code is indented appropriately.  -Consistent block bracing has been used.  -Appropriate naming conventions used for variables. |
|  | Commenting | At least 10 appropriate comments have been used in the code. |
|  | User Input | A range of user inputs demonstrated showcasing at least 3 datatypes accepted.  ***AND***  All user inputs are appropriate and have appropriate data validation techniques applied. |
|  | Datatypes | Demonstrated at least 4 appropriate data types used showing an understanding of these data types written in the code. |
|  | Selection Statements | At least 10 selection statements used.  ***AND***  Appropriate use of selection statements that cover each of the following:  -If-else  -Switch-Case  -Nesting  -Implementation of user menu |
|  | Iteration | At least 8 different loops used appropriately  ***AND***  Appropriate selection of loops applied including the use of:  -while  -for  -do-while |
|  | Random Numbers | At least 3 Random numbers are generated and used appropriately in the code. |
|  | Arrays | At least 4 different arrays created with appropriate datatypes  ***AND***  Appropriate array type selected (standard/dynamic)  ***AND***  Both:  -Standard Arrays  -Array Lists are used in the code |
|  | Methods | At least 10 different appropriate methods have been created (excluding main, accessor and mutator methods).  ***AND***  At least 4 different return types used. |
|  | Classes | (Excluding the driver file containing the main method) At least 3 additional  classes created. Each of these classes has at least one object instantiated. |