

Program 4: Find the Treasure Island Game

Names _____

Late: _____ Grade: _____ / 75

Compiles: ☐

Turned in:

☐ Source Code – 2 files (at least) (3)

☐ App on storage media (2)

☐ Screen dumps of game (3)

☐ Envelope (2)

Applied Concepts:

☐ Rename form and controls (3)

☐ Has more than one class (6)

☐ Use array(s) and array methods (5)

☐ Use random class (5)

☐ Two different loops (2)

☐ Use the ? operator (2)

Requirements:

☐ Instructions & legend (2)

☐ Allows user to enter dimensions (5)

☐ Checks dimensions are not 0x0 or too large (2)

☐ Plays another game/reinit/hides message (3)

☐ Alternate between N/S and E/W (4)

☐ Number of guesses displayed (2)

☐ Buttons (6)

✧ Guess

✧ Quit

✧ Restart

☐ Work for I, R, C (3)

Violations/Unnecessary Code/Style:

☐ Violates encapsulation (2)

☐ Unnecessary code or structure (2)

☐ Poor choice of data structure (2)

☐ Commenting at top of files (3)

☐ Internal commenting (3)

☐ Bad looking output (3)