

## CAB201 Class Assignment CRA Guide

<b>Appearance of GUI 6%</b>	<b>Maximum Mark Possible</b>
<b>In Design View all controls on Form</b> <i>Deduct half mark for each missing control</i>	<b>2</b>
<b>At start of Game</b> <ul style="list-style-type: none"> <li>• 56 squares visible</li> <li>• 6 tokens on Start square</li> <li>• Start &amp; Finish squares coloured differently from rest</li> <li>• Lose, Win &amp; Monster Images on correct squares</li> <li>• Finish square has Flag image</li> <li>• Square's numbered alternate direction on each row</li> <li>• ComboBox shows 6</li> <li>• DataGridView has                             <ul style="list-style-type: none"> <li>○ 6 rows</li> <li>○ 4 columns</li> <li>○ Name editable</li> <li>○ Other read-only</li> </ul> </li> <li>• Buttons active</li> </ul> <i>Deduct half mark for each non-compliant control and/or missing feature</i>	<b>4</b>

<b>Code Quality Square Subclasses and the Board class 2%</b>	<b>Maximum Mark Possible</b>
<b>Minimal code in EffectOnPlayer only calls to Player methods or Properties</b>	<b>1</b>
<b>GetGameBoardSquare(int) And NextSquare(int) throw an exception for invalid int values</b>	<b>1</b>

<b>Code Quality</b> <b>HareAndTortoiseForm 4%</b>	<b>Maximum Mark</b> <b>Possible</b>
<b>Code well structured</b> <b><i>“Update Players GUI Location”</i></b> <b><i>“Resetting Game”</i></b> <b>methods have</b> <ul style="list-style-type: none"> <li>• comments</li> <li>• no magic numbers</li> </ul> <b>methods are</b> <ul style="list-style-type: none"> <li>• not too long</li> <li>• single purpose</li> <li>• readable</li> </ul>	<b>2</b>
<b>Event Handlers contain very little code, especially “Roll dice” and Combo box “index changed”</b>	<b>2</b>

<b>Code Quality</b> <b>HareAndTortoise_Game 4%</b>	<b>Maximum Mark</b> <b>Possible</b>
<b>Code well structured</b> <b><i>“Play One Round”</i></b> <b><i>“Determine the Winner(s)”</i></b> <b>methods have</b> <ul style="list-style-type: none"> <li>• comments</li> </ul> <b>methods are</b> <ul style="list-style-type: none"> <li>• not too long</li> <li>• single purpose</li> <li>• readable</li> </ul>	<b>2</b>
<b>No method calls/updates the GUI</b>	<b>2</b>

<b>Statement of Completeness 4%</b>	<b>Maximum Mark Possible</b>
<b>Parts attempted</b>	<b>0.5</b>
<b>Functionality not attempted</b>	<b>1</b>
<b>Known Problems</b>	<b>1</b>
<b>Methods named</b>	<b>0.5</b>
<b>Implementation of Part C 3.2</b>	<b>0.5</b>
<b>SoC provided</b>	<b>0.5</b>

<b>Functionality of GUI 20%</b>	<b>Maximum Grade Possible</b>	<b>Maximum Mark Possible</b>
<ul style="list-style-type: none"> <li>• tokens move</li> <li>• no multiple images of token</li> <li>• winner not determined</li> </ul>	<b>4</b>	<b>10</b>
<ul style="list-style-type: none"> <li>• special squares change money but do not change position of player</li> <li>• winner determined</li> <li>• appears to play game correctly</li> </ul>	<b>5</b>	<b>14</b>
<ul style="list-style-type: none"> <li>• all button works are per specs</li> <li>• changing number of players in combo box works as per specs</li> </ul>	<b>6</b>	<b>16</b>
<ul style="list-style-type: none"> <li>• special squares work as per specs</li> <li>• winners determined</li> </ul>	<b>6/7</b>	<b>18</b>
<ul style="list-style-type: none"> <li>• movement of tokens is animated</li> </ul>	<b>7</b>	<b>20</b>