

SWEN30006 Software Modelling and Design

Project 2: Submission

School of Computing and Information Systems
University of Melbourne
Semester 1, 2020

Part 1 Required Submission Structure

There is no validation tool for this submission. Your submission must follow a very specific structure. This helps us to process your work. *Note that none of the folder or file names should contain any spaces.*

The required structure is shown visually in Figure 1.

Part 2 Checklist

1. Your entry point is unchanged, that is, it is still the public static void method **Whist.main()** in the default package (that is no specified package).
2. Your program, when run, will read the property file "whist.properties" from the same folder as that which contains the sprite folder.
3. You have included all non-standard libraries (e.g. from javafx or jupiter) on which your code depends.
4. You have *not* included object files or code repositories (such as those in filenames starting with ".").
5. You have included all elements of your report, including diagrams within the report or as separate files.
6. You have exactly three property files in your submission (details in spec):
 - (a) "original.properties" (one *human* and three *random*)
 - (b) "legal.properties" (four *legal*)
 - (c) "smart.properties" (one *human*, one *smart* and two *legal*)

Part 3 Project Submission

Zip this structure into a zip file named for your team, that is, if you are team zero, it will be called team0.zip. (The LMS takes care of which project it is and the student who submitted it.) Note that this should be a zip file in zip file format, not another form of compressions (such as .7z). You can now submit your zip file on the LMS.

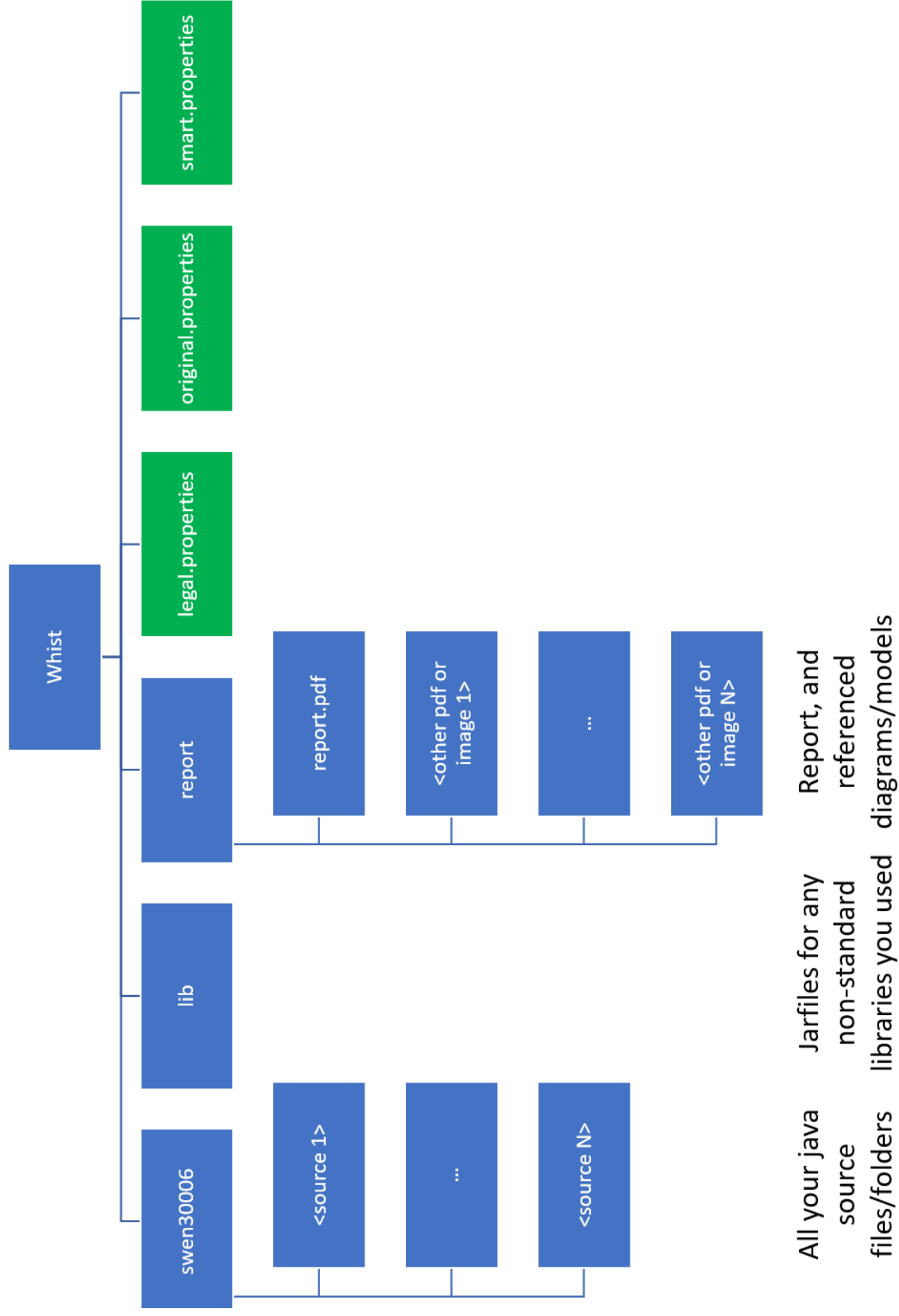


Figure 1: Folder structure required for your Project 2 submission