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|  | Looking for | comments |
| Implemented Features | **Number game:**  🗹 User can make guesses  🗹 Feedback to user (high/low)  🗹 Feedback to user (success)  🗹 Used UI elements:  🗹 Used a Layout  **Bug World:**  🗹 Bugs  🗹 Plants  □ Animated  □ The bugs have different behaviours  □ Images instead of circles  □ Control the animation  □ Other | Input is limited to Integer (0-100) by checking method.  BorderPane, ImageView, TextField,  Button,  How many types 1  How many types 1  Describe them  Start Stop Pause Slider  Comment |
| Quality of code | **OOP:**  □ What is the abstraction of your code  □ How have you used inheritance and/or composition  □ Encapsulation of the code  **Testing:**  **When marking we will consider these quality aspects of the code. You do not need to explain this but be aware of it.**  - Indentation is correct  - variables have understandable names  - variable are named consistently  - Avoiding repetition of code  - Used appropriate comments | How did you plan and design the programs?  Describe how  What were your considerations about encapsulation?  Write a short comment about how you tested the code. (test method, test cases, boundary cases etc.) |
| Understanding of issues and challenges | We are not expecting comments for all of these questions. Use approximately 300 words and focus on where you have the most important things to comment on.   * How did you overcome issues? * Are there still known issues? Describe them and explain how they can be overcome if you had more time. * Are there aspects what you have done that you are particular proud of? * Are there design aspects you would like to change now that you have implemented it? |  |