University of Lincoln Assessment Framework
Assessment Briefing Template 2021-2022

Module Code & Title: **CMP1903M Object Oriented Programming**
Contribution to Final Module Mark: **70%**
Description of Assessment Task and Purpose: This is Assessment 2 and is an **individual** assignment. This assignment asks you to design and implement the '**Three or More**' dice game as described on http://icebreakerideas.com/dice-games/ **Directions for play:** Players take turns rolling five dice and score for three-of-a-kind or better. If a player only has two-of-a-kind, they may re-throw the remaining dice in an attempt to improve the remaining dice values. If no matching numbers are rolled after two rolls, the player scores 0. **Scoring:**   3-of-a-kind: 3 points   4-of-a-kind: 6 points   5-of-a-kind: 12 points   The player who reaches a fixed value of points (say 50) is the winner. This should be a console application. In your solution, you should implement: - A 'Game' class   - A 'Player' class   - A 'Die' class   - Any other classes that you feel may be appropriate.   - An inheritance relationship   - Interface implementation   - Exception handling   - A basic testing strategy   - Test the following features: - I,2,3,4,5 x dice roll   - Opening/closing gracefully   - Adding dice values   - Reaching the pre-set fixed value   A short (up to 1 minute) video of your application running should also be produced and uploaded to YouTube.

I strongly urge you to use Github repo hosting, pull requests and code review – although this is not part of this assessment.

Please see the **Criterion Reference Grid** for details of how the presentation will be graded.

Learning Outcomes Assessed:

- [LO2] Identify the values of object-oriented design and programming
- [LO3] Apply object-oriented principles to the implementation of software programs
- [LO4] Use testing principles in the testing and debugging of object-oriented applications

Knowledge & Skills Assessed:

Subject Specific Knowledge, Skills and Understanding:

Object Oriented principles

Testing

C# programming;

Professional Graduate Skills:

Independence and personal responsibility, written communication

Emotional Intelligence:

Motivation, self-confidence, self-assessment.

Career-focused Skills:

OO development;

Testing;

C# programming

Assessment Submission Instructions:

You should submit two files – a zip file, a written report which includes the completed checklist and the video URL.

Please zip up your code file as a compressed ZIP file (**no RAR or any other file formats will be accepted. Please use the standard 'Windows Compressed File' zip format or other platform standard zip formats**) and should be submitted through Blackboard in the '*CMP1903M Assessment Item 2 Supporting Documentation Upload*' section of the Assessments folder.

The report/checklist/video URL should be uploaded to *CMP1903M Assessment 2 upload*.

Date for Return of Feedback:
Please see the School assessment dates spreadsheet.

Format for Assessment:

VS project (or other IDE), written report.

Your written report should show that you have tested your solution and the OO features used:

- o Describe the OO features used, where and how they occur in your code [**LO2, up to 700 words**]
- o Complete the checklist [**LO3 – including code and video URL**]
- o Include the test inputs, the expected and actual outputs [**LO4**]

Feedback Format:

Written Blackboard feedback.

Additional Information for Completion of Assessment:

There is a checklist which you should complete with your submission showing which features you have included and which OO features are present.

Assessment Support Information:

UML and problem decomposition: https://bit.ly/2CsXO1q

Important Information on Dishonesty & Plagiarism:

University of Lincoln Regulations define plagiarism as 'the passing off of another person's thoughts, ideas, writings or images as one's own...Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'.

Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. Students are directed to the University Regulations for details of the procedures and penalties involved.

For further information, see www.plagiarism.org