

Assignment I3: Saving Your Game State

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This is an individual assignment. See submission instructions at the end. This assignment will be graded 0 to Max points.

The individual mini-project consists of three assignments that together implement the simple two-player game described at https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING (https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING). This is the last of the three assignments.

Assignment 3 builds on Assignment 2. Please make sure you have completed Assignment 2 before starting this assignment.

If you completed Assignments 1 and 2 using Python: Follow the assignments.txt instructions for "Assignment 3". If you find additional bugs in the assignment instructions and/or the skeleton code, fix them and add a file named bugfixes3.txt explaining exactly the changes you made and where those changes occur (e.g., file name and starting line number).

Extra Credit: You will receive extra credit if you are the *first* person to post a given bug, **and its fix**, publicly on pizza. You need to post what the bug is, where it is, and how to fix it in an easily understood manner so the rest of the class can also benefit from your fix. The bug can be in the skeleton code and/or the assignment instructions. Corrections to spelling, grammar or coding style do not count.

If you completed Assignments 1 and 2 using any other language besides Python: You need to continue creating the equivalent set of assignments in that language. This includes writing a new version of the skeleton and a new version of assignments.txt -- including now the "Assignment 3" part -- as if you were providing the assignment for other students to do (we may use your assignment next year!). Then do the third part of the assignment yourself. sqllite provides interfaces for C++ and Java as well as Python, so you should not need to select a different database package.

Submission instructions: Submit a link to your github repository. Include in the README for the repository a link to a <=2-minute video demonstrating that your program correctly halts in the middle of a game with two players and then restarts where the game left off. If you joined the class late, your deadline is extended by three days (from the baseline October 6 until October 9 at the latest). In this case, please tell us when you enrolled as a comment with your submission. Unfortunately, neither Courseworks nor SSOL will tell us.



Points 20

Submitting a website url

Due	For	Available from	Until
Oct 6, 2021	Everyone	Sep 1, 2021 at 12:01am	Oct 12, 2021 at 11:59pm

Assignment 3 Rubric

You've already rated students with this rubric. Any major changes could affect their assessment results.

Criteria	Ratings				Pts
Video - "/" action +3 At any point, triggering the root (/) should clear the DB and start a fresh game asking P1 user to pick color.	3 pts Full Marks	2 pts Partial Mark Failing to clear 1 of 3 elements: P1/P2 color, Game board tiles, game results	1 pts Partial Mark Failing to clear 2 of 3 elements: P1/P2 color, Game board tiles, game results	0 pts No Marks	3 pts
Video - Game picks up from the last time it was played (1 of 4) P1 & P2 can join via their respective endpoints(/p1Color and /p2Join).	2 pts Full Marks	1 pts Partial Mark 1 of 2 endpoints incorrect	0 pts No Marks		2 pts
Video - Game picks up from the last time it was played (2 of 4) +2 Game board populates exactly from the old DBs state.	2 pts Full Marks	1 pts Partial Mark Minor glitches: Missing last move, wrong turn	0 pts No Marks		2 pts
Video - Game picks up from the last time it was played (3 of 4) +2 P1 & P2 have correct colors from old state. The right player only should be able to make the first move in this session.	2 pts Full Marks	1 pts Partial Mark Missing 1 of 2: Correct color / Correct turn	0 pts No Marks		2 pts
Video - Game picks up from the last time it was played (4 of 4) +1 Game continues gracefully to completion	1 pts Full Marks	0 pts No Marks			1 pts
Code - "/" action Check if DB is actually erased	1 pts Full Marks	0 pts No Marks			1 pts
Code - Game picks up from the last time it was played Fetch the following values correctly from DB:	3 pts Full Marks	2 pts Partial Mark Missing 1 of 3 items: game.current_turn,	1 pts Partial Mark Missing 2 of 3 items: game.current_turn,	0 pts No Marks	3 pts

Criteria	Ratings				Pts
game.current_turn, game.board, game.player1&2		game.board, game.player1&2	game.board, game.player1&2		
Code - Coverage %	3 pts Full Marks > 90%	2 pts Partial Mark >75%	1 pts Partial Mark > 60%	0 pts No Marks	3 pts
Code - Unit-test file Update I2's tests.	3 pts Full Marks	2 pts Partial Mark	1 pts Partial Mark	0 pts No Marks	3 pts
Total Points: 20					