

Assignment I2: Testing Your Game

✓ Published

 Edit

⋮

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---](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING)

[ADVANCED-SOFTWARE-ENGINEERING](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING) 

[. \(https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING\)](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING).

This is the second of the three assignments.

Assignment 2 builds on Assignment 1. Please make sure you have completed Assignment 1 before starting this assignment.

If you completed Assignment 1 using Python: Follow the assignments.txt instructions for "Assignment 2". You do not need to do anything yet for the part labeled "Assignment 3", that comes later. If you find additional bugs in the assignment instructions and/or the skeleton code, fix them and add a file named bugfixes2.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 Assignment 1 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 2" part as well as the "Setup and Assignments 1" part -- as if you were providing the assignment for other students to do (we may use your assignment next year!). Then do the second part of the assignment yourself. Note you need to select appropriate tools for your language that take the place of unittest, coverage and flake8.

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 test runner runs all your test cases and indicates which passed and which failed. If you joined the class late, your deadline is extended by four days (from the baseline September 29 until October 3 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
Sep 29, 2021	Everyone	Sep 1, 2021 at 12:01am	Oct 5, 2021 at 11:59pm

Individual Assignment 2

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

Criteria	Ratings						Pts	
Video - Able to run unit tests	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Video - Runs coverage command and shows coverage	3 pts Full Marks	2 pts Partial Mark		1 pts Partial Mark		0 pts No Marks	3 pts	
Code - Happy path for correct move	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Code - Invalid move - not current player's turn	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Code - Invalid move - winner already declared	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Code - Invalid move - draw (tie)	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Code - Invalid move - current column is filled	2 pts Full Marks		1 pts Partial Mark		0 pts No Marks		2 pts	
Code - Happy path for winning move in each of horizontal, vertical, positive/negative slope diagonal	2 pts Full Marks	1.5 pts Partial Mark Missing 1 of 4 directions (horizontal, vertical, positive/negative diagonal)		1 pts Partial Mark Missing 2 of 4 directions (horizontal, vertical, positive/negative diagonal)		0.5 pts Partial Mark Missing 3 of 4 directions (horizontal, vertical, positive/negative diagonal)	0 pts No Marks	2 pts
Coverage - Above 80% coverage in coverage.html file	2 pts Full Marks		1 pts Partial Mark Below 80% but above 60%		0 pts No Marks No marks if htmlcov folder is missing		2 pts	

Criteria	Ratings		Pts
Coverage - Empty bugs.txt	1 pts Full Marks	0 pts No Marks	1 pts
			Total Points: 20