**Object Oriented Programming 2016/17**

**Project self-evaluation form**

Oral discussion date Group number

|  |  |  |  |
| --- | --- | --- | --- |
| **Student Number** | **Student Name** | **Percentage of participation**  **(must sum 100)** | **Expected mark**  **(0-6 excluding GUI bonus point)** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Note: Check Section 4 (Grading) of project description to additional information about project marks!

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Mark** | **Command/feature** | **Correctly implemented** | **Implemented with faults** | **Not implemented** |
| **UML** | | | | |
| **1.5/7** | Tool used: . Was it done with reverse Engineering? . . | | | |
| **Basic game** | | | | |
| **0.3/7** | Bet command |  |  |  |
| **0.3/7** | Credit command |  |  |  |
| **0.3/7** | Deal command |  |  |  |
| **0.3/7** | Hold command |  |  |  |
| **0.1/7** | Quit command |  |  |  |
| **Strategy and statistics** | | | | |
| **0.7/7** | Basic strategy |  |  |  |
| **0.3/7** | Advice command |  |  |  |
| **0.3/7** | Statistics command |  |  |  |
| **Modes** | | | | |
| **0.6/7** | Interactive mode Commands in command line |  |  |  |
| **0.6/7** | Debug mode Reading card and command files and running commands |  |  |  |
| **0.6/7** | Simulation mode Commands with basic strategy and performance |  |  |  |
| **Documentation** | | | | |
| **0.3/7** | Examples of debug files  Examples to test the game in debug mode |  |  |  |
| **0.3/7** | Java doc Packages, interfaces, classes, methods, fields |  |  |  |
| **0.5/7** | Report Cover, intro, critical analysis of the design and results, conclusions |  |  |  |
| **Bonus point** | | | | |
| GUI in Swing | |  |  |  |