

COMPX102-22B**Assignment 2 Hand-in due 5pm 21st October 2022**

Compress (Zip) the Visual Studio folder with your program code and submit it via Moodle.

Student Declaration of Originality

I declare that the program which I have had verified and submitted in Moodle is entirely my own work. I have not worked together with any other people. I have suitably acknowledged (referenced) any parts of other programs that I have used. I understand that if I have breached the above conditions, I will be sent to the University Disciplinary Committee.

Note: This project will only be marked if this Declaration of Originality is signed.

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 ID Number: 1595395
 Signed: SL
 Date: 20/10/22

Functionality and Usability (to be demonstrated in the lab)

Generates a deck with random (order of) cards	_____ /1 mark
Deals a hand of cards to each player	_____ /1 mark
Player can dig to get a new card	_____ /1 mark
User can sell cards to the museum	_____ /1 mark
User can trade a card at the marketplace	_____ /1 mark
Multiple cards can be used for a trade	_____ /1 mark
User can explore the pyramid using maps	_____ /1 mark
Thief card implemented	_____ /1 mark
Sandstorm cards implemented	_____ /1 mark
Game recognises finish conditions met	_____ /1 mark

Usability (layout, choice of controls, feedback, etc.): _____ /2 marks

Functionality and Usability Total: _____ /12 marks

Bonus: Save & load game state	_____ /+1 mark
Bonus: Robot player implemented	_____ /+1 mark
Bonus: Supports > 1 AI players (& vs each other)	_____ /+1 mark
Bonus: Supports > 2 players in game	_____ /+1 mark

Coding Style (marked by tutor after zip submitted)

Code Style (object design, docs, methods, etc.): _____ /8 marks

Total: _____ /20 marks