**Overall Grade: 76.75 / 100**

Project Documentation [50]

**Mark: 40.5/50**

Feedback:  
Excellent work with the Flowchart. Good use of flow chart symbols with all vital game functionalities depicted using predefined functionalities.  
  
UML diagrams were presented well. All the required classes are present but they're missing their behaviours, namely the constructors, accessors and mutators. getDeatils() in the classes has no return type. Good use of access modifiers and appropriate names for the methods.  
  
Test plan was written well. All the important behaviours were tested along with the scenarios but there is no test plan for constructors, accessors or mutators. I would've elaborated a bit more about different end game conditions, and how they lose or win.  
  
An introduction was provided along with a map with appropriate labels.

Prototype Class Design [40]

**Mark: 30.75/40**

Feedback:  
Good work with the code part of the assignment. I would've put the name of the parameter for the methods at least for this unit. I would suggest defining at least an empty destructor for all the classes. The getDetails() method shows all the info about the class' data. Some cpp files import more than one header file.  
  
Class implementation was good. Player, Monster and Dragon class attributes were well done but were not randomised. Player and Monster class can interact with items but Monster class doesn't have any probability for the item/artefact/nothing. Dragon's special skill was just declared but not defined. Other than the Location class exits, which were not initialised, the rest of the Location class implementations were well done.  
  
For the tests, most of the attributes were modified/accessed and the class details were displayed excellently. I would've suggested to test all the default constructors at least once for each class.

Quality of Solution and Code [10]

**Mark: 5.5/10**

Feedback:  
Code was decently formatted and easy to read. Most of the naming conventions were followed with some violations, for instance, main.cpp and absence of main.h are 2 violations. Code documentation could've been improved significantly with class and method documentations. Other than that this assignment was well done.