COMP1602: Computer Programming II

Assignment #4

Tentative Mark Scheme

Please note this is subject to change.

Item	Marks
Working Program (1 .. 8)	
1. Displays cases correctly based on player's initial choice (16, 18, 20, 22, 14, 26)	7
2. The cases displayed to the player are shuffled before the game starts.	4
3. Updates and displays cases correctly, after each case is opened.	6
4. Displays updated money board after each case is opened.	2
5. Plays correct number of rounds and opens the correct number of cases in each round.	4
6. Player progresses correctly through the game.	6
7. Banker's offer is correctly calculated and displayed after the end of each round.	4
8. Game terminates properly if player accepts deal made by banker.	2

Twist
     2 marks: PDF document that briefly describes the twist implemented and how it works.
     18 marks: Implementation and running of the twist.
	20

Code including structs	35
Use of functions (at least 10)	10
Total	**100**