

## Settlers 2

### 1. Main design (6 p)

- C1.1: The implementation corresponds to the selected topic and scope. The extent of project is large enough to accommodate work for everyone (2 p)

**2p**

- C1.2: The class structure, information hiding and modularization is appropriate, and it is explained and justified in documentation. The file structure corresponds to the class structure (2 p)

**2p**

- C1.3: Use of at least one external library (in addition to C++ standard library) (2 p)

**2p**

### 2. Working methods and tools (6 p)

- C2.1: Git is used appropriately (e.g., commits are logical and frequent enough, commit logs are descriptive) (2 p)

**2p**

- C2.2: Make or Cmake (recommended) is used appropriately. The software should build easily using these tools without additional tricks. Nevertheless, instructions for building the project should be provided (1 p)

**1p**

- C2.3: Work is distributed and organised well, everyone has a relevant role that matches his/her skills and contributes project (the distribution of roles needs to be described) (1 p)

**1p**

- C2.4: Issue tracker is used appropriately to assign new features and bug fixes (1 p)

**1p**

- C2.5: Testing and quality assurance is appropriately done and documented. There should be a systematic method to ensure functionality (unit tests, valgrind for memory safety, separate test software and/or something else.) (1 p)

**1p**

### 3. Use of C++ features (6 p)

- C3.1: C++ containers are used appropriately (including appropriate use of iterators), and justified (e.g., why certain type of container over another) (2 p)

**1.5p** Used incompletely

- C3.2: Smart pointers are used in memory management, describe how (1 p)

**0p**, No used

- C3.3: C++ exception handling is used appropriately, describe how (1 p)

**1p**

- C3.4: Rule of three / rule of five is followed, describe how (1 p)

**0.5p**, Destructor implemented, but another one are missing

- C3.5: Dynamic binding and virtual classes/functions are used, describe how (1 p)

**1p**

**TOTAL 16**