

COMP90041 ProjB Feedback: XX_USERNAME_XX

UML Diagram

Including: classes (instance variables and methods) and association between the classes. The full mark for this section is 5 marks. Marks for each section will not be negative after deduction.

- UML marks initial allocation, +5.

Deductions

Some subset of the following lines will be selected by the marker.

- missing core classes, -1 mark for each core class missing; **(point out where the mistake happens if there is deduction)**
- missing all core classes, -5 marks;
- missing instance variable(s), -0.5 marks for each class;
- missing/error in modifiers of the instance variables/methods, -0.5 marks for each class; (The maximum deductible marks is 1 mark under this item)
- missing/incorrect association between classes, -0.5 marks for each missing/incorrect association; (The maximum deductible marks is 1 mark under this item)
- missing/error in multiplicity values, -0.5 marks for each missing/error; (The maximum deductible marks is 1 mark under this item)

Additions (only makes up for marks lost in this section)

- overall care and presentation, +0.5;

Comments from marker about UML:

XX_EMPTY_COMMENTS_XX

Program Presentation

Including: layout and style, readability, adherence to coding expectations, general care and appearance.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

- System Initialization and Exit, +0.5.
- Player Modification, +1.
- Game Play, +1.
- Player Ranking, +1.

Deductions

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for any **two types errors** listed below.

- constants not in upper case;(point out where the mistake happens if there is deduction)
- bad choices for method names;
- bad choices for variable names;
- excessive commenting;
- inconsistent bracket placement;
- inconsistent indentation;
- insufficient commenting;
- lack of whitespace (visual appeal);
- lines >100 chars;
- no authorship statement;
- use of magic numbers;
- other stylistic issue, if major then deduct 0.5 marks for this error alone;

Additions (only makes up for marks lost in this section)

- overall care and presentation, +0.5;

Other Comments from Marker

Structure and Approach

Including: decomposition in to methods, declaration of instance variables at the appropriate locations, choice of parameters to methods.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

- System Initialization and Exit, +0.5.
- Player Modification, +1.
- Game Play, +1
- Player Ranking, +1.

Deductions

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for **any error** listed below.

- duplicate code segments;(point out where the mistake happens if there is deduction)
- main method too long or too complex;
- other methods too long or too complex;
- insufficient use of methods;
- overly complex algorithmic approach;
- unnecessary duplication/copying of data;
- overly complex method argument lists;
- avoidance of non-static instance variables/methods, -1.0 mark;
- avoidance of private instance variables/methods, -1.0 mark;
- not creating instances of NimPlayer, -1.0 mark;
- other structural issue, if major then deduct 1.0 mark;

Other comments from marker:

Program execution

Including: compilation, execution on test data, output presentation and readability.

Programs that do not compile in the test environment will lose all marks in this section. Be sure to *verify* your submission and **check the output** before you say "finished" to yourself.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

- System Initialization and Exit, +1.
- Player Modification, +2.
- Game Play, +2.
- Player Ranking, +3.

Deductions

Some subset of the following lines will be selected by the marker.

- unnecessary warning messages in compilation, -1;
- somewhat incorrect output on test1, -0.5;(point out where the mistake happens if there is deduction)
- grossly incorrect output on test1, -1;
- somewhat incorrect output on test2, -0.5;
- grossly incorrect output on test2, -1;
- somewhat incorrect Player Modification output on test3, -0.5;
- grossly incorrect Player Modification output on test3, -1;
- somewhat incorrect Game Play output on test3, -0.5;
- grossly incorrect Game Play output on test3, -1;
- somewhat incorrect Player Modification output on test4, -0.5;
- grossly incorrect Player Modification output on test4, -1;
- somewhat incorrect Game Play output on test4, -0.5;
- grossly incorrect Game Play output on test4, -1;
- somewhat incorrect Player Ranking output on test4, -0.5;
- grossly incorrect Player Ranking output on test4, -1;

Total marks:

XX_TOTAL_MARK_XX

Overall comments from marker:

XX_EMPTY_COMMENTS_XX

Assignment Marker: XX_MARKER_XX

If you have any questions regarding your mark, please contact the lecturers