Assessment Submission Coversheet:  
Introduction to C#

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| **Student Name:** | Benjamin McDonald |
| **Student Number:** | AOI00008F0 |
| **Student Email** | S172834@students.aie.edu.au |
| **Course Stream:** | ICT50215 - Diploma of Digital and Interactive Games |
| **Assessment Name:** | Introduction to C# |
| **Units Covered:** | ICTPRG430 – Apply introductory object-oriented language skills |
| **Teacher/s:** | Jay, Jesse |
| **Due Date:** | 13/03/2020 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | D:\AIE programming course\Shop-Keeper |

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Benjamin McDonald Date: 12/03/2020

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**Work Submitted:***Tick to acknowledge you have submitted each required piece of assessment work.*

1. **Application Design**: You are to complete your application based on the brief provided in *Appendix 1* of the *Subject and Assessment Guide*.  
   In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. Implementation: Complete the application development to meet the supplied brief (As explained above). Ensure that it is well written, clearly coded and documented.

In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

1. **Application Testing**: Submit evidence of the project files for at least two stand-alone subsystems and have working unit test cases for each system with clear documentation.

In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

1. **Application Handover**: You must submit the source files and a release build of the RPG Store Simulation, removing all temporary files in the obj and bin folders. All assessment items must be submitted as a single compressed file (.zip or .7z).  
   In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

*For more information on these parts, please click on the* ***Subject and Assessment Guide*** *link in the course* ***Game Programming Year 1*** *under the subject* ***Introduction to C#*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Introduction to C#***

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**Submission Checklist:**

|  |  |
| --- | --- |
| **General** **Description** | **Y/N** |
| All submitted projects compile without errors. Programs that don’t compile cannot be assessed | Y |
| The program includes a “readme” or document explaining how to compile, execute and operate the program | Y |
| The program performs as described in the general description | Y |
| The program contains no logical errors | Y |
| The code is sufficiently commented and clean | Y |
| An attempt has been made to increase the program’s efficiency | Y |
| Code compiles without no warnings | Y |
| Program executes without crashing | Y |
| Program has no memory leaks, and closes all files after use | Y |
| A release executable has been made and included in the submission | Y |
| Project files and source code are included in the submission | Y |
| All files are packaged in a single compressed archive | Y |

To ensure you have submitted the right components, please fill out these checklists.

|  |  |
| --- | --- |
| Estimate the number of hours taken to complete this assessment | 100 hours |
| How many times have you submitted this assessment (including this time)? | Once |

**Required Features**  
**Complete the following table by providing the class name or file name, along with the line number, to show where you have implemented each feature.**

|  |  |  |
| --- | --- | --- |
| **Feature** | **Class/File** | **Line Number** |
| The program implements a base *Item* class, and two or more sub-classes | Items.cs, Weapons.cs, Potions.cs, Armour.cs | All Lines |
| The program stores items in a *player* inventory array and a *store* inventory array | MovingFilesToArrays.cs  Program.cs  Inventory.cs | 31-33  16-38  41-79 |
| The program loads both inventory arrays from a text file upon launch | MovingFilesToArrays.cs | 22-24, 230-294 |
| The program saves both inventory arrays to a text file before exit | MovingFilesToArrays.cs | 82, 63-228 |
| The program contains at least 2 classes containing four or more variables | Potions.cs,  Weapons.cs,  Armour.cs | 28-77  29-79  21-77 |
| The program overrides an object constructor at least once | Buy.cs, Sell.cs, SecretStash.cs  Potions.cs,Weapons.cs  Items.cs | 77, 70, 86  18-25  38-41 |
| The program implements text commands to buy and sell items, and view item descriptions | Dialogue.cs  Buy.cs, Sell.cs, SuperUser.cs, SecretStash.cs | 31-56  54-144, 20-122, 21-123, 23-164 |
| Unit testing has been conducted on at least two sub-systems. These projects are included in the submission | D:\AIE programming course\Shop-Keeper\Game Programming course Assessment 1 documentation | N/A |
| Code is well commented (i.e., each function and class is commented) | Program.cs, Weapons.cs, Potions.cs, Armour.cs, inventory.cs, Items.cs, Buy.cs, Sell.cs, SuperUser.cs, SecretStash.cs MovingFilesToArray.cs | All Lines |

|  |  |
| --- | --- |
| **Feature** | **Y/N** |
| Unit testing has been conducted on at least two sub-systems. These projects are included in the submission | Y |
| Code is well commented (i.e., each function and class is commented) | Y |