

ALANA MCDOWALL

<u>Weight</u>	<u>Item</u>	<u>Mark</u>	<u>Comments</u>
100%	OVERALL	R	Great coverage of use cases, but relationships between them have a lot of mistakes - please correct and re-upload
10%	Presentation	A	Easy to read, correct symbols. Good.
20%	Actors	B	No files - will your levels be hard coded?
10%	System	A	Clearly marked, correctly placed items.
30%	Use Cases	A	Thorough use case coverage - great!
30%	Relationships	R	<p>The only thing the player does directly is start the game? Lots of includes that don't make sense - should loading the level always make the player move, and is that the only way the player moves? Does movement always push a boulder even if you aren't near it? Should dirt always dissappear when you move even if you aren't moving into any? Lots of extends without conditions. Why is "Load further levels" a square? Is it a use case or a condition? Too many mistakes.</p> <p>REMEDIATION: More use cases should be directly triggered by the player, make sure your includes make sense, and make sure all extends have conditions - see the examples.</p>