Year: 2013 - 2014  
  
Module: CS121  
  
Assignment Number: 1  
  
  
Assignment Description: Spread and Die Java game  
  
  
  
Worth 30% of final mark for this module  
  
  
How many hours (approx.) did you spend on this assignment?

~20 hours (Wild guesstimate)  
  
  
Expected Letter Grade: 70%  
  
  
 And why?

According to the marking section in the assignment brief I think I should get 10% for my code formatting and layout, 10-15% for my analysis and design, 15-20% for my use of programming constructs, 40% for my actual code (It does all work), and then 5-10% for testing. Hopefully.  
  
  
  
  
   
  
   
  
What did you Learn?

Not to rush into things and plan. I underestimated the difficulty of the task and then got stuck on a silly bug for a good few days which really held me up. I need to plan ahead and properly create a design before implementing any code.   
I also learned that I dislike making a small program that doesn’t really need object orientation, object oriented.