# Code Design and Data Structures

Assessment Guide

Please Make a copy of this document for your own use, place a shortcut in your assessment folder.

**Due Date: Tuesday 20 - June - 2017 : 1:30 pm sharp!**

**Your Name:**

The below guide is a self assessment checklist for your Code Design and Data Structures assessment.

|  |  |  |
| --- | --- | --- |
|  | **Task Description:** | **Your Notes** |
|  | I have completed the Linked List Container exercise: [Exercise](https://aie.instructure.com/courses/39/pages/Linked%20Lists%20-%20Exercises?titleize=0)  Skeleton Linked List Project:  Z:\adv\_games\temp\_prog\_year1\03 Code Design and Data Structures\Assessment Guide  This project has been added to the bootstrap solution for my submission. |  |
|  | I have completed the Balanced Binary Tree container tutorial and exercise: [Exercise](https://aie.instructure.com/courses/39/pages/tutorial-binary-trees)  Skeleton Binary Tree (unbalanced): Z:\adv\_games\temp\_prog\_year1\03 Code Design and Data Structures\Assessment Guide\Binary\_Tree  I have implemented code to balance this binary tree implementation  This project has been added to the bootstrap project |  |
|  | I have code which **validates** correct behaviour of the:   * Linked Lists, or * Binary Tree, or * Other (discuss with your teacher) |  |
|  | I have completed the Hashing Exercise: [Exercise](https://aie.instructure.com/courses/39/pages/Hashing%20-%20Exercises?titleize=0)  The exercise has been included in my project, and i can point to its location.  I can verbally communicate what a Hash function is, and where a hash function may be useful. |  |
|  | I have a github account, and can show that i have created a repository that has had at least 2 commits. |  |
|  | I have completed the networking tutorial in class, or can verbally talk about these features and how they can be used within a project. |  |
|  | I have a bootstrap project that implements “Splash”, “Menu”, “Play” and “Pause” states   * Menu: has “play” and “quit” options |  |
|  | I have either:   * Refactored provided Asteroids project to work within the above game project with the states implemented. * Or, has implemented a game that has been previously approved by your teacher. |  |
|  | I have a state diagram which models:   * Game states and transitions have been modeled as a state diagram. |  |
|  | I have generated a UML class diagram and formatted the output. A screenshot has been added to the documentation folder. |  |
|  | I have removed the Project2d and Project3d template projects from the bootstrap solution(s). |  |
|  | I have deleted the “temp” folder from the project solution prior to submission. |  |
|  | My code has been re-build prior to submission and has no warnings. |  |
|  | My project has been built in release mode. |  |

# Assessment Submission folder structure:

The following is a description of the folder structure required for your project submission. Please refer to this structure, ensuring that all folders are named as described below.

CodeDesign\_[YourName]\_[date]\

Assessment Guide

Documentation\

Version\_control\_screenshot

UML\_Class\_Diagram\_Screenshot

State\_Diagram\_Screenshot

Bootstrap Solution\

\*insert your project solution here\*

Game Project Release\

\*insert your release build here\*

# Description of folders:

**CodeDesign\_[YourName]\_[date]**

This folder should contain all the assessment evidence required for this assessment.

**Assessment Guide:**

Please create a copy of this google doc. Complete the self assessment checklist and enter notes against each item. Export the document as a pdf, and place in the CodeDesign\_[YourName]\_[date] folder.

**Documentation**

Place all documentation / screenshots / written work in this folder.

**Bootstrap Solution:**

This is your project solution. We should be able to open the solution, then build and run all of the projects that have been included. The solution should contain the following projects:

* Linked Lists project
* Binary Trees Project
* Game Project

**Game Project Release:**

This folder should only contain your game project’s \*.exe, required dll’s and assets for the game to run. This folder should not contain any project source code.

*If the above does not suite your project/work, please discuss with your teacher for an alternative structure.*