Homework 5 Grade Sheet

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- |
| **Part** | **Criteria** | **Pts** | **Earned** |
| **1** | * Created CommonCharacter class   + Contains two constructors   + Contains several fields, including health and Random   + Contains appropriate properties * Child class 1 created   + Contains two constructors   + Has at least 2 specialized fields   + Contains appropriate properties * Child class 2 created   + Contains two constructors   + Has at least 2 specialized fields   + Contains appropriate properties | **4**  **3**  **3**  **4**  **4**  **4**  **4**  **4**  **4** |  |
| **2** | Each child class must:   * Implement ToString correctly * Implement Attack correctly, with attacks dependent on its fields and a Random value * Implement IsDead correctly * Implement HasFled correctly * Implement TakeDamage correctly | **4**  **10**  **4**  **8**  **10** |  |
| **3** | Main method:   * Initializes a single Random object * Contains one object of each child class * Appropriately passes Random object to each child object * Characters battle each other until one flees or dies * Winner is declared, and ties are appropriately handled | **2**  **4**  **2**  **7**  **5** |  |
|  | * Follows coding standards | **10** |  |
|  | Total | **100** |  |

## Comments: