# Phase G: Classes

### Group Report

### GROUP: W

#### Grading Rubric

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Possible Points** | **Comments** | **Score** |
| Noun identification list | 4 | Where is ‘hit’? ‘turn’? ‘majority’? It’s not clear these would lead to classes, but they should have been documented. Listed square as redundant w/ tile, but didn’t list tile. | 2.5 |
| Rejection reasons | 4 |  | 4 |
| Class diagram | 5 | No issues listed by UMLint – good work. But that’s partly because your diagram didn’t have a lot in it.  Note that GUI isn’t really a viable class. It should be written as “Frame” or some other Java class. | 4.5 |
| Group work: time logging, meetings | 2 | Two people did not log time below, and review didn’t include as many as it should have. | 1 |
| Total | 15 |  | 12 |

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| --- | --- | --- |
| **Meeting** | **Date** | **Present & Contributing** |
| Initial discussion | 4/17/12 | Chris Wald, Harry Schultz, Zach Gerner, Dillon Hiatt |
| Final Review | 4/19/2012 | Zach Gerner, Dillon Hiatt |
| **Team Member** | **Hours** | **Explanation, if necessary** |
| Chris Wald |  | [rwh: did have ½ hr, just not logged here] |
| Harry Schultz |  | [rwh: did have ½ hr, just not logged here] |
| Zach Gerner | 1hr 15min | [rwh: this time was logged for phase f] |
| Dillon Hiatt | 2hr 15min |  |

List all unique nouns from your requirements and scenarios in the following table. For each, consider whether it meets all of the following:

* Has state (i.e., information to store)
* Has responsibilities
* Has behavior
* Not redundant
* Within project scope

If it does not meet one or more, list that as a reason for rejecting the noun as a class. If the class is to be included, leave the “reason rejected” blank.

|  |  |
| --- | --- |
| **NOUN** | **Reason rejected** |
| 1. Game | Out of scope |
| 1. User | Redundant w/ player |
| 1. Program | Out of scope |
| 1. Grid |  |
| 1. Player’s Building |  |
| 1. Computer Player |  |
| 1. Coin | Out of Scope |
| 1. Square | Redundant w/tile |
| 1. Opponent’s building |  |
| 1. Unit | Out of Scope |
| 1. Splash Screen |  |
| 1. Edge | Out of Scope |
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