

University of Sussex – Masters

Object Oriented Programming 823G5

Spring term: Assignment 4

This assignment is worth for 25% of the total marks for this module.

Due:	Assessment Week 1 – Friday 11 January 2018 by 4PM.
Format:	See instructions

General instructions

1. Answer all parts of the brief.
2. Do not copy the work of another student. Plagiarism is a very serious matter. Discussion between students is to be encouraged – copying is an academic disciplinary matter.
3. Hand your submission in on time. There are penalties for late submission.
4. If I cannot read your submission, I cannot mark it. It is your responsibility to ensure that the presentation of your submission is appropriate for a University student.
5. If you do not understand the brief, you can get help at the workshop sessions.
6. Ensure your candidate number is on your final submission. It is surprising how many students forget this basic information.

Assignment 4 “Moving Through Space” Advanced GUI game

Specifications

For Assignment 4 you should modify and enhance your Assignment 1 project as follows:

- Implement a GUI for your game;
- Include visual images to enhance your GUI;
- Incorporate all of the improvements suggested by your tutor in feedback for Assignment 1 and (if appropriate) from peer-review feedback;
- Create a log of the user's journey through your game (recording a script of user inputs as a separate log file);
- Implement automated testing for your game using JUnit;
- Implement exception handlers such that your project follows a strategy of error prevention and recovery. Create supporting javadoc documentation for your project.

Marking scheme

Aspect	Max. mark
Design and coding style	20
GUI implementation	20
Images / other enhancements of the visual interface	10
Log of user's journey	10
Error prevention and recovery	20
Javadocs and code comments	10
Report	10
Total	100

Submission

The submission consists of a report and code project files that should be submitted in electronic form on Study Direct. The report should consist of the following:

- Front Page. You must include the following information on the **cover page** of your assignment:
 - Your candidate number
 - Title of your degree
 - Name of this course: Object-Oriented Programming
 - Assignment number: 4
 - Date of submission
 - An approximate word count
 - A contents page
- The problem statement. This should be a brief description of the problem the program addresses. Given that your program will implement something other than a World of Zuul you should make clear here what the application domain is.
- The BlueJ class diagram for your project (or if you didn't work in BlueJ, a UML class diagram). If you did not use BlueJ in your development, you should create a clear instruction on how to run your program in your other development environment and supply all of the necessary files. It is your responsibility to make sure that you have supplied all of the necessary material and files for the running of your program.
- A brief description of how the starting program (your Assignment 1 program) was modified. You do not have to describe the starting program or any of its classes but you have to say how these classes were modified (those that did change). Also describe any new classes. The description of new classes should be brief and should complement the UML diagram: therefore the description should be at a high level.
- Screen shots of your program for all main functions implemented. These screen shots have to show how your program implements the functional requirements specified.

Your report should consist of no more than 1,500 words (excluding any appendices if you have them).

For the code, please ZIP all of your files together and submit just one code file.

Dr Kingsley Sage
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November 2018

Assignment Project Exam Help

<https://tutorcs.com>

WeChat: cstutorcs