6.170 Assignment 3: Othello

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Object Model: 7/8
Comment: Good OM. The top level "Game" object looks like a singleton.

State Machine: 7/7
Comment: Good state machine

Design Notes: 20/20
Comment: Good notes

Specification: 15/15
Comment: Clear specs

Implementation - Code: 24/24
Comment: Excellent implementation. Your code was well commented and easy to read, used the programming practices taught in lecture, and avoided mysterious constants/variable names. Good job putting (nearly) all of the game logic into the Game ADT. I personally would have also included the undo stack manipulation (pushing and popping game states) inside the Game ADT as well, but I understand why it also makes sense to implement it at the game controller level.

Code Notes: 4/4
Comment: Good code notes and MDD

Testing: 8/10
Comment: Tests should especially include the end game scenarios and edge conditions (i.e draw)

Implementation - Output: 15/15
Comment: It's kind of tedious to play by having to confirm the choice; lots of pointing and clicking involved. It would also be nice to show which moves are valid before the user attempts them, rather than just an alert for an invalid move. The game itself works great though!

Assignment 3 Grade: 100/103