Object Oriented Programming 2016/17 Project self-evaluation form

Oral discussion date _____   Group number _____39_____

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-6 excluding GUI bonus point)
67568	Daniel Mendes	33.33	5
67724	Tiago Barral	33.33	5
75352	Filipe Novais	33.33	5

Note: Check Section 4 (Grading) of project description to additional information about project marks!

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented
UML				
1.5/7	Tool used: __ObjectAid UML Explorer_____ Was it done with reverse Engineering? __Partially__			
Basic game				
0.3/7	Bet command	X		
0.3/7	Credit command	X		
0.3/7	Deal command	X		
0.3/7	Hold command	X		
0.1/7	Quit command	X		
Strategy and statistics				
0.7/7	Basic strategy		X	
0.3/7	Advice command	X		
0.3/7	Statistics command	X		
Modes				
0.6/7	Interactive mode Commands in command line	X		
0.6/7	Debug mode Reading card and command files and running commands	X		
0.6/7	Simulation mode Commands with basic strategy and performance	X		
Documentation				
0.3/7	Examples of debug files Examples to test the game in debug mode	X		
0.3/7	Java doc Packages, interfaces, classes, methods, fields	X		
0.5/7	Report Cover, intro, critical analysis of the design and results, conclusions	X		
Bonus point				
	GUI in Swing	X		